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Game Boy Double Play
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STARFOX 64
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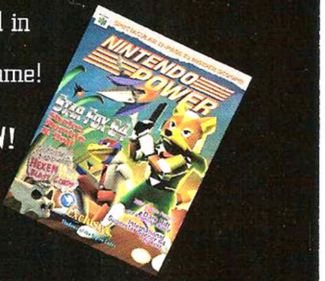
WARNING: ONLY 2 MORE ISSUES LEFT! With your subscription about to run out, you'd better renew or you're gonna be in serious trouble. Why? Because without all the inside info you get from *Nintendo Power*, you'll find yourself locked in the cross hairs of Star Wolf. So get out your pen and stay in the game!



FREE PLAYER'S GUIDE WHEN YOU RENEW!

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Extreme-G™

Check your weak stomach at the door, because Extreme-G pulls the Gs and no punches. This month, we're transforming you from a moving target to a road warrior with our inside track on surviving the drive.

3rd
00:13:86
153

2nd
00:06:46
1st
00:06:08
182
123

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MISCHIEF MAKERS

PAGE 18

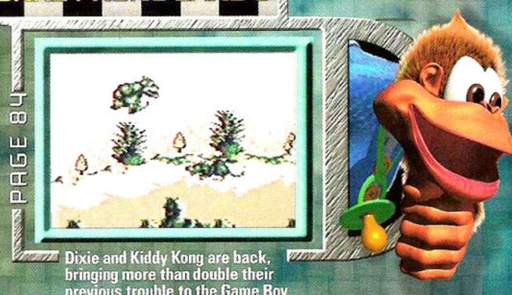
Gun-crazy cowboys. Hulking robots. Killer bees. A fire-breathing worm. And that's just the first three levels! For mischief made easy, we have ten pages of strategic shenanigans that'll keep you out of trouble.

MACE THE DARK AGE

TAKESHI
LORD DEIMOS
PAGE 36

Arcade's archaic fighter comes home to the N64. When we arm you with six pages of merciless magic and moves, the dark age will seem just a little bit brighter, and you'll be able to get downright medieval.

DONKEY KONG LAND 3


PAGE 84

Dixie and Kiddy Kong are back, bringing more than double their previous trouble to the Game Boy. There are new baddies and more Kremlings to Kongquer, so you'll need our walk-through to help you remain the land's top banana.

PLAYER'S PULSE

The anniversary party's over, and, like a litter of dalmatians, we're wildly getting back into the swing of things with number 101. This month's big topic tackles the quality of N64 games–do the games emphasize style over substance? Are they too easy to beat?

Did You Feel That?

Here are a few reasons why Star Fox 64 is a nice game, but isn't something to die for. The graphics are nice, but that's not what the game is all about. The play control is very nice, but I keep hitting the View Change Button while pressing the Boost Button. Then there's the Rumble Pak–it's really nothing special anyway. It's a nice addition but doesn't really increase the game's enjoyment or replay value much.

Jason Keel
Via the Internet

I think the Rumble Pak is rather neat. The slight changes and degrees of vibration matches what's going on during the game. It actually does let you "feel the game." You just have to have a good imagination and, "POOF!" you're Fox McCloud flying an Arwing. The Rumble Pak enhances your feeling of really being in the game. Besides, what do people expect it to do, jerk the Controller out of your hands?

Michele Hindman
Via the Internet

NINTENDO 64
DARK
RIFT
USMC
PLAYERS PLUS 97
NICOLAS ARAGON

Nicholas Aragon • San Francisco, California

Jonathan Grant • Norman, Oklahoma

YOSHI-KAZOOIE
IDEAS THAT DIDN'T MAKE IT

The Rumble Pak doesn't let you feel the game. Once when I played Star Fox 64, I took out the Rumble Pak. I didn't even notice a difference and forgot I had taken it out! I almost never play with it because it's stupid.

Grant Eckels
Via the Internet

The Rumble Pak is so cool! It doesn't just shake randomly–it matches the feel of the game exactly, so the rumbling from accelerating your ship feels different from when you hit the brakes. This small device packs a big time wallop! And it's included with Star Fox 64, so I don't see why people are complaining. It's innovative, too–where else besides an arcade racing game can you see your controller jolt?

Joel McMurray
London, Ontario

Like it or not, using the Rumble Pak will help your gameplay. In both Star Fox 64 and GoldenEye, enemies can sneak up and shoot you from behind; the only way you'd know it, however, would be that your Controller was giving you a jolt. Despite the few gamers who are unimpressed by the Rumble Pak, game developers are enthusiastically making new games to accommodate the accessory. Multi Racing Championship, Top Gear Rally, San Francisco Rush: Extreme Racing, WCW Vs. NWO: World Tour, Duke Nukem 64, LastLegion UX, Yoshi's Story and Zelda 64 are all on the Rumble Pak roster of games.

Like Father, Like Son

Recently, my friend and I beat Star Fox 64 and opened up all the bonus options (Expert Mode, Sound Test and playing in the Landmaster and on foot in Battle Mode). These options are great, but I've read in various magazines and web sites that you can play as James McCloud. To my knowledge, this option doesn't work. Is this a true option or just another false code on the Internet?

Brian Bates
Vancouver, WA

The rumors are false. People may be mistaking Fox for his father–when you play the Main Game on the Expert Level, Fox will be sporting sunglasses just like his dad once wore.

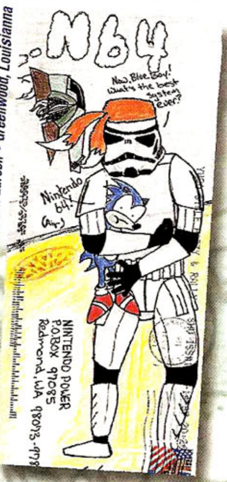
New Math

I recently purchased Star Fox 64 and I something piqued my curiosity. Every time I reached a boss, I would receive an extra point. For example, if I reach a boss while having 150 points and I defeat him so he displays "+10" when he explodes, my score at the end of the level would appear as 161 points instead of 160. Where does this extra point come from?

Doug Michel
Via the Internet

A story problem??? No one likes those, but we'll try to make the answer painless: You automatically receive one point for destroying anything in Star Fox 64. Some targets are worth more points and when you destroy them, they'll display a bonus score that should be added to the one point that you automatically earn. So when you blow up that boss, Doug, the "+10" really means "1 + 10." (However, the entire scenario changes if the train you're trying to destroy departs from Macbeth at 10:15 a.m. chugging along at 40 km/h, while you're flying 2.5 times faster, but...)

Brandon Larson • Greenwood, Louisianna



Background Art: Phillip Haney • Clarksville, Tennessee

Michael Sutherland • Madison, New Jersey

Bill
Go for the big mustache on the nose's underside!
STAR FOX 64

Shadow Play

I recently found a mistake in Star Fox 64. In Vs. Mode, you can break your Arwing's wings completely off, but if you fly close to the ground, your shadow will have wings!!!

Aaron Jennings
Prescott, AR

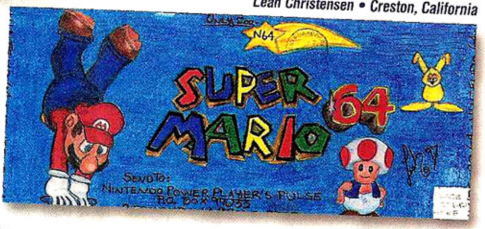
You have trouble believing that your wingless ship casts a winged shadow, but you have no problem accepting that little woodland creatures can talk and wage war in outer space? It looks like you caught a flub that the programmers and testers overlooked, but who's to say that the shadow's wrong? Pigs do fly in the Lylat system, so anything's possible.

Easy like Sunday Morn

There are only two words to describe Star Fox 64: FUN and GRAPHICS! I think Nintendo spent too much time on graphics and not enough time on challenge. I must admit that the game is tons of fun and I enjoy the graphics, but I've taken the hardest route and beat the game in 2 days! I also find that I am able to beat many other N64 games in a very short period of time. Original Super NES games are harder. For example I have never come close to beating my old Nintendo game with Link. Is it just me or are other players sensing that N64 games are a bit too easy?

"Ardimas"
Via the Internet

Leah Christensen • Creston, California



Tokio Hino • Winnipeg, MB

Nintendo Power Player's Pulse
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All's Well That Ends Well?

The endings for some of the N64 games are dull. Super Mario 64 is probably the best game I've ever played, but come on! A cake?! Mario restored peace to the Mushroom Kingdom and saves the princess from certain doom and he gets pastry–as if he didn't have to watch his weight as it is. After spending many hours playing a truly engaging game, I'd like to have an engaging ending. I just hope that when I complete Zelda 64, I'll receive a truly epic, 10-minute captivating ending, and not just a peck on the nose and a Rupee.

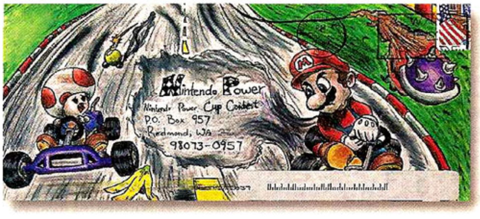
Josh Kilgore
Via the Internet

People are complaining because the endings of games aren't up to their personal standards?!? Gimme a break! Excuuuse me, but I play a game for the game play, not to see what happens at the end! If "satisfaction from hours of game play" is what you want, get satisfied from the fact that you just spent hours of fun game play to beat the game. As far as I'm concerned, beating the game is its own reward.

Steven Butterfield
Via the Internet

I, for one, don't buy a game for the ending. I enjoy playing games, not because I

Paul Bielaczyc • Murfreesboro, Tennessee



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POWER CHARTS

Just in time for autumn, Harvest Moon rises to crack the top ten. And what better time than Halloween for Doom 64's demons and monsters and scary ol' Wario to return to the Power Charts? But the man for all seasons has to be James Bond in GoldenEye. Does he live up to the hype? Let us know by voting!

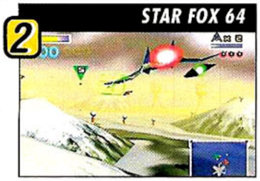
NINTENDO 64 TOP 10

1 GOLDENEYE

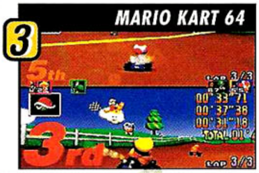
PICKED UP SOME AMMO
27 120

GoldenEye is number one with a bullet! Armed with his PP7, James Bond shoots up five spots to steal the top position from Star Fox 64, but you can bet that Fox won't give up without a fight!

2 STAR FOX 64



3 MARIO KART 64



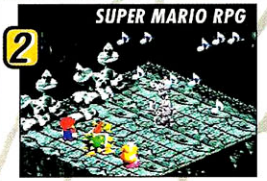
GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1 GOLDENEYE	NINTENDO	6	10
2 STAR FOX 64	NINTENDO	1	5
3 MARIO KART 64	NINTENDO	2	10
4 SUPER MARIO 64	NINTENDO	3	13
5 TUROK: DINOSAUR HUNTER	ACCLAIM	5	13
6 STAR WARS: SHADOWS OF THE EMPIRE	NINTENDO	4	13
7 BLAST CORPS	NINTENDO	7	5
8 WAVE RACE 64	NINTENDO	9	13
9 CRUIS'N USA	NINTENDO	8	10
10 DOOM 64	MIDWAY	—	5

SUPER NES TOP 10

1 THE LEGEND OF ZELDA A LINK TO THE PAST

RPGs and adventure games dominate the Super NES Power Charts this month as Harvest Moon makes its debut, and Final Fantasy II returns to the top ten after being absent for more than a year.

2 SUPER MARIO RPG



3 DONKEY KONG COUNTRY 3 DIXIE KONG'S DOUBLE TROUBLE

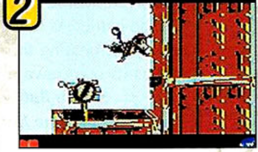
GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1 THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	1	68
2 SUPER MARIO RPG	NINTENDO	3	18
3 DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE	NINTENDO	2	12
4 FINAL FANTASY III	SQUARE	5	34
5 CHRONO TRIGGER	SQUARE	8	27
6 SUPER MARIO KART	NINTENDO	6	54
7 DONKEY KONG COUNTRY	NINTENDO	7	36
8 STAR FOX	NINTENDO	9	55
9 FINAL FANTASY II	SQUARE	—	59
10 HARVEST MOON	NATSUME	—	1

GAME BOY TOP 5

1 THE LEGEND OF ZELDA LINK'S AWAKENING

Link is firmly anchored in the top spot (that Power Bracelet gives him quite a grip). The lower spots are more shaky, so leave it to Wario to bully his way in, while Metroid II tumbles out of this month's chart.

2 DONKEY KONG LAND 2



3 DONKEY KONG LAND

GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1 THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	54
2 DONKEY KONG LAND 2	NINTENDO	2	14
3 DONKEY KONG LAND	NINTENDO	5	33
4 SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	3	59
5 WARIO LAND: SUPER MARIO LAND 3	NINTENDO	—	38

MOST WANTED

1. ZELDA 64 (N64)
2. NINTENDO 64 DISK DRIVE
3. STAR FOX 64 (N64)
4. GOLDENEYE (N64)
5. EARTHBOUND 64 (N64)
6. SUPER MARIO RPG 2 (N64)
7. YOSHI'S STORY (N64)
8. TUROK 2 (N64)
9. MACE 64 (N64)
10. MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO (N64)

LETTERS, CONTINUED...

want to see a really cool ending, but because I want to get the satisfaction of beating it. Also, I like the special features you get from beating the game–Nintendo always makes *them worth all the trouble you* went through to beat the game. Although I enjoy the ending of a game, I couldn't care less about it.

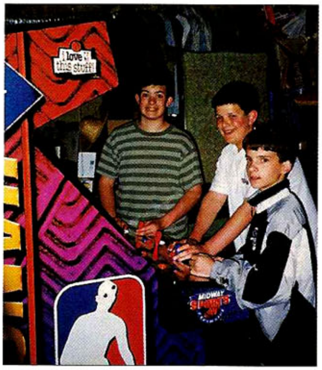
Nick Bracken
Via the Internet

After months and months of playing Super Mario 64, I finally get my prize...a cake. A measly, stinking cake that Mario could've bought at a nearby 24-hour mushroom and cake shop! Who cares if Princess Toadstool can talk now? Sheesh, my mom can talk and bake cakes, too! And I don't have to find 75 stars and beat a gigantic turtle to get to her. The game is great, and when I first saw it, I thought it was "fun, fun, fun," but unfortunately the ending is "lame, lame, lame."

Rodrigo Lopez
Via the Internet

Hoop Dreams

No doubt Joseph Newlon, Grand Prize winner in the Volume 90 Player's Poll Contest, is one of the most popular kids on his block. Joseph not only scored Midway's NBA Hang Time for both the Super NES and N64, but he netted himself the arcade game, too! For a chance at shooting some hoops, Joseph's friends must have been trying to break down his doors, but his dad beat them to it–literally. The arcade game was so big, that Joseph's dad had to remove the patio doors in order to get the game into the house!



Joseph Newlon (left) with his friends Thomas Bizzarri and Joey McGraffin hang and hoop it up on his new NBA Hang Time Arcade game.

When Recycling Isn't Good

I think the N64 isn't living up to its potential. The games themselves are good for the most part, but the originality isn't there. Take Doom 64 and Mortal Kombat Trilogy–these are old games with cosmetic changes so that they can be sold for about $70 each. War Gods was a bad arcade game to start with. New ideas are needed, not just famous licenses. Out of all the N64 games, only Turok wasn't famous before the game was made, and even he was a comic character at first! Let's see some new people, not recycled heroes from yesteryear!

Trevor Laishley
Via the Internet

Spinal Flap

I'm sure everyone has noticed the magazine's bindings are forming a picture of our beloved mascot. It's a great idea, but now I've noticed that Volume 99 has one major error–the binding's picture is a duplicate of Volume 97. Mario has three eyes! It makes the entire idea a total loss. What happened?

Randall Schwarb
Via the Internet

Would you believe that it's Mario's new fashion statement? You know, that "third eye" thing is really trendy–just look at that little doohickey on the forehead of Gwen Stefani from No Doubt. But alas, we all know that Mario's never been a fashion plate (overalls are soooo 1980s Dexy's Midnight Runners), so it's much more likely that we were too focused on making a super-cool Volume 100 that we got careless and goofed up on 99.

WRITE AWAY RIGHT AWAY!

Many critics are hailing GoldenEye as being the best game of the year, if not one of the best games ever. We've heard a lot of your opinions on Star Fox 64 this month, so now it's James Bond's turn for criticism. Does the N64's GoldenEye have the Midas touch or is the game as cheesy as Roger Moore?

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Prerecorded Game Tips and Future Product Information

News about recent releases and upcoming games for all Nintendo systems.
Call for help on GoldenEye 007, Star Fox 64, Hexen, War Gods, Super Mario 64, Blast Corps, Turok: Dinosaur Hunter, Doom 64, Killer Instinct Gold, Star Wars: Shadows of the Empire, PilotWings 64 and Mortal Kombat Trilogy for the Nintendo 64. There's also help for any Super Mario game for the Super NES and NES, Donkey Kong Land and DKL 2 for the Game Boy, any Zelda game, Donkey Kong Country 1, 2, and 3, Harvest Moon, Lost Vikings 2, EarthBound, Illusion of Gaia, Lufia II, Super Metroid, Secret of Evermore, Chrono Trigger, Final Fantasy III, Super Mario RPG, Breath of Fire I and II, Killer Instinct, Street Fighter Alpha 2, Mortal Kombat II, Mortal Kombat 3 and Ultimate Kombat 3. This call may be long distance, so be sure to get permission from whoever pays the phone bill before you call.

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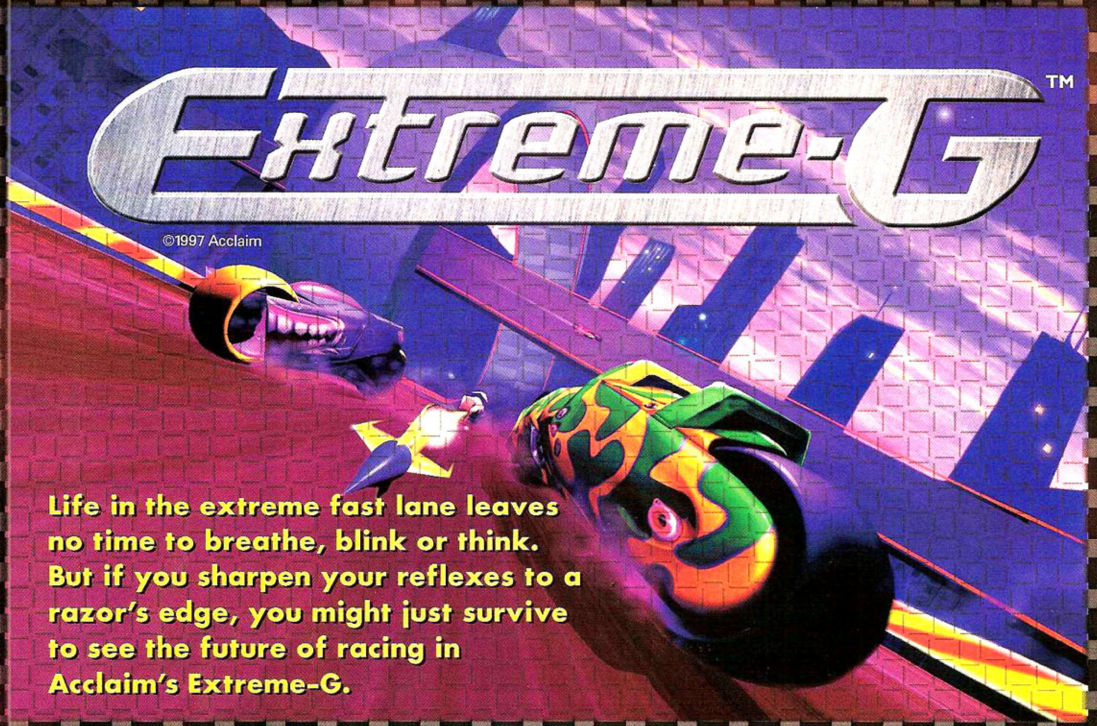
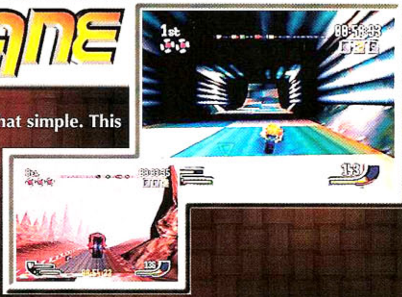
Extreme-G™



©1997 Acclaim

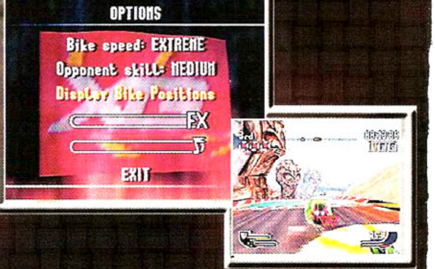
Life in the extreme fast lane leaves no time to breathe, blink or think. But if you sharpen your reflexes to a razor's edge, you might just survive to see the future of racing in Acclaim's Extreme-G.

FAST, FASTER, INSANE



You've heard it said that speed kills. In Extreme-G for the N64, speed wins. It's that simple. This blazing racer, developed by Probe Entertainment, places you in a sealed, two-wheel rocket and asks you to stay the course on 12 twisting, looping, ribbons of track that blast through eerie, futuristic settings. To make things even more interesting, you and your opponents pick up weapons, armor and warps. There's only one sure strategy in this death race—stay in front and never brake. Take this advice to heart and you may just come through in one piece and win the ultimate prize.

CUSTOMIZED



OPTIONS

Bike speed: EXTREME

Opponent skill: MEDIUM

Display Bike Positions

EXIT

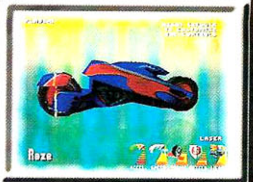
If you have any sanity at all, start out on the Novice speed—not Intermediate or Extreme. You also have the option to display bike positions or bike names. Choose the bike position option. A bar map appears on the top of the screen, showing you where your opponents are in relation to you. You can customize your controller, as well, and save progress and settings with a Controller Pak if your Rumble Pak isn't plugged in. If you're using the Rumble Pak, you can use passwords to return to previously played tracks.

FUTURE CYCLES

Each of the eight standard bikes have five settings, covering the following attributes: acceleration, top speed, handling, shields and on-board weapons. The bars below the bike on the selection screen indicate power levels. Most bikes have at least one "hot" attribute, but some are loaded. If you win the Extreme Contest, you'll earn the hottest bike of all.

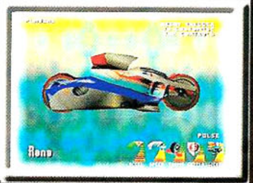
Raze

You can blaze with Raze. The flat track, top speed of this bike, without turbo boost, is in the high 230s. This bike also has a decent on-board laser and its handling properties are decent, though not exceptional. It's not a bad choice.



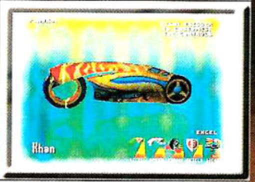
Rana

This machine looks cool, but it's nothing special. Decent top speed is not the same as hot top speed. Speed is essential. You can disregard the shield category unless you're playing at Meltdown levels. You should be too far out in front to get hit and you can always pick up extra armor.



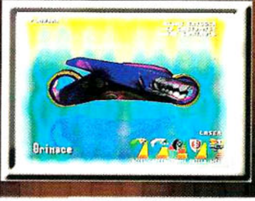
Khan

If you're prone to slapping the sidewalls of the tracks, and everyone is at first, then Khan is your mean machine. Hot acceleration gets you back up to a top speed very quickly. With this bike, you can take the lead and never lose it. Smart use of turbo will keep you in the lead.



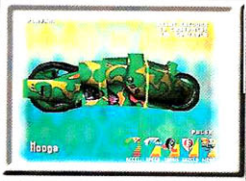
Grimace

Well named, Grimace won't get a lot of smiles from enemies. This bike has top acceleration and high end speed and shields. Low weapons don't really hurt Grimace or Khan since you pick up the best weapons along the track.



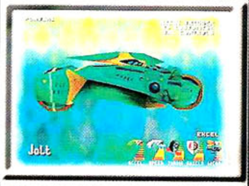
Mooga

Heavy camouflage won't hide the fact that this bike is no cheetah. On the other hand, it handles very well and has super strong shields, making it ideal for multiplayer matches. But when it comes to Time Trials, leave it in the garage.



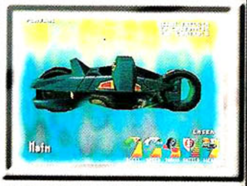
Jolt

Very good top speed and pretty good handling makes Jolt a good bike for beginners or for any driver on a course with extreme corners. If you find yourself having trouble staying centered on the track, try Jolt or Mooga and see how it goes.



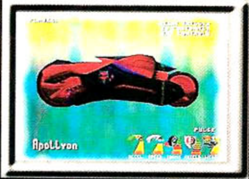
Main

Big guns can have an impact on the outcome of a race if you're in the center of the pack. Main has great acceleration, so it can stay in the thick of things. On the upper difficulty levels, you might want to give Main a try.



Apollyon

The name is cool, but names are cheap and this bike will leave you struggling to catch up to the leaders if you fall behind. Apollyon handles like a beached walrus. Leave this one for the repo man.



SINGLE-PLAYER MODES

Practice

Practice makes perfect, or at least it may. You can practice with any bike on any course that you've opened. Practice races include opponents, pickup items on the track and turbo boosts.

8:45.88 Blaze
8:58.88 Locus
8:55.88 Gray

Time Trials

If you want to see your name entered in the Exteme-G hall of fame, you can set time records. You won't have to worry about being blasted since you race all alone.

RECORD LAP TIME (0:43.50)
Enter Player #1 Name

SONJA

Shoot 'em Up

The Shoot-Em-Up mode is all about shooting down drone opponents. No matter how many you incinerate, laser, bomb or crunch, there will be more bikers just ahead. The trick is to keep your speed up and avoid hitting the debris of the bikes you blow to smithereens. It's tougher than it sounds. Use a fast, heavily armed bike like Rana for this mode. You can set records for number of destroyed bikes and save them on your Controller Pak.

882
149
CONTINUE
EXIT

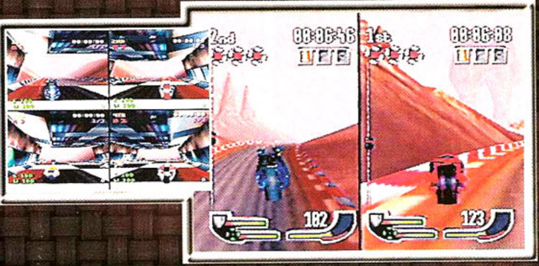
SONJA 7 kills

MULTIPLAYER MODES

No racing game would be complete without head-to-head matches in which you can establish your dominance over your friends. That's what gaming is all about, right? Extreme-G has four multiplayer games for up to four players. Three of the modes are true race competitions while the final is a battle mode. With four players plugged in, expect a slower frame rate.

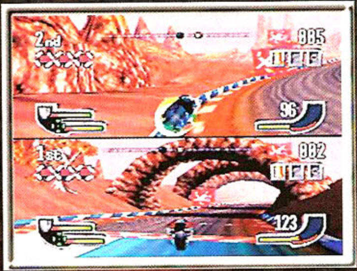
Head to Head

This is just what you would think. Two to four players can join in on a head-to-head race on any open course. An open course is one that you have completed during the Extreme Contest. The race is run just like a regular race with turbos and weapon upgrades. You can win using speed or by callously blowing up your former friends. The graphics are far better in the two-player mode than in the four-player mode.



Flag Game

The goal here is to collect as many flags as you can. If you're in front and know where to look for flags, you have an edge. Also, you won't have much success trying to destroy opponents, because there aren't any weapon upgrades. Since many of the flags have been located with great cunning in areas of the track that aren't easy to reach, a slightly slower speed may prove successful, as well.



Two-player matches can be set up using vertical or horizontal split screens. Depending on the terrain, one perspective may give you a better view than the other.

Hail To The Flag

Down To Earth

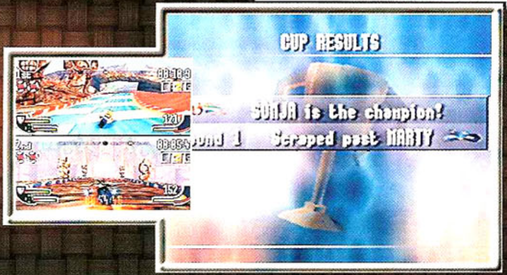
Unlike regular Extreme-G races, you don't want to look for the fastest, most strategic route during Flag Matches. The fact is that flags can be found in all sorts of places you wouldn't normally go. Avoid jumps as you may well be jumping over flags or missing routes that contain flags.

Forget Shorty

Short cuts, like jumps, are to be avoided during Flag Matches since you may miss many flags by taking the shortcut. In fact, it can be an even worse move since your opponents may be collecting all the flags that you skipped by. What it really comes down to is knowing the courses. Take a few practice runs to learn where the flags are positioned.

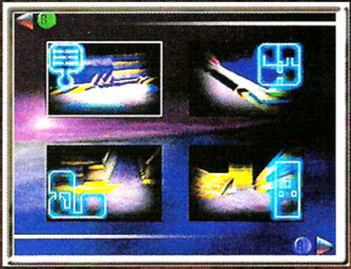
Cup Race

The Cup Race is a standard race, complete with weapons, that takes place on a designated track in a series of contests. Up to 16 players can compete on the ladder, making this a good party game. You can run races of two, three or four-players, but we recommend going one-on-one so everybody has a good screen view and less experienced players don't have as great a disadvantage. The game keeps track of winners and losers.



Battle Arena

The Battle Mode exists for one reason. It gives you a chance to face down your opponent, look him or her in the eye, then launch your biggest missile. In each of the four battle mode arenas, you have to find your opponent or opponents, then pound them with ammo. You can try to ambush them, joust with them, hide from them or tail them, but the contest is always explosive.



The four battle arenas contain weapon upgrades, ramps and other features found on real tracks, but they're wide open and you can turn around in 360 degrees.

The Arenas

The narrowest area makes for the most difficult battles since you can't hide or set up ambushes. Use the ramps to leap over your opponents and your Right button to make impossibly sharp turns. The multilevel arenas offer areas for ambushing unsuspecting players. We recommend playing one-on-one because the four-player option has a slower frame rate.

Well Armed

You'll find plenty of arms and armor in the battle arenas. Use them up and upgrade them at every opportunity. It's always better to have a full rack of missiles than a single missile. If you're left with one item, use it and grab a new one. If you continue to take the same type of item, it will upgrade to a more powerful form. You can repair your bike, as well, so keep an eye on your shield gauge.

EXTREME CONTEST

In the Extreme Contest, you'll race in three circuits, earning points so you can move up. You begin with four Atomic races, then move on to the eight races in the Critical Mass circuit and 12 courses in Meltdown. Some of the tracks are repeated in different circuits. Since the tracks don't change from one circuit to the next, we've included track tips only once.

Atomic

Points to Continue

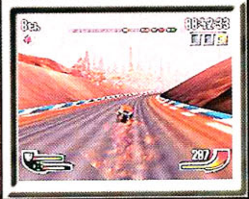
Course 1	NEW	4
Course 2	NEW	10
Course 3	NEW	16
Course 4	NEW	Final

COURSE 1

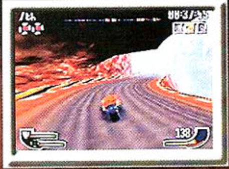
The first race winds through an ancient temple and a long tunnel, but the real challenge is learning the nuances of driving a high-speed bike. At the one fork in the track, stay to the right.

Back Burner

Just as you leave the tunnel on the back side of the course, use one of your turbo boosts and burn through the long curves leading up to the starting line. You'll have to use the Right button to negotiate the turns.



Take it Straight



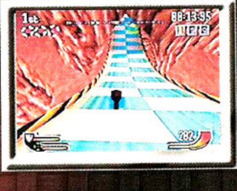
The shallow S-curves require a straight-forward tactic. From the inside of each curve, aim straight at the inside of the next curve. You can wind through this area with a gentle touch on the controller. You'll need to be traveling at least 100 mph to clear the jump after the curves.

COURSE 2

Long jumps and branching tracks make this second course a real challenge. At the first branch, go to the right. After that, any branch will do. Use the boost off the starting line.

Downhill Flyer

After the first lap, use your remaining turbo boosts when zipping down the blue and white checked slope. You'll gain so much speed that it carries you up the other side and into the tunnel at mind-numbing speed.

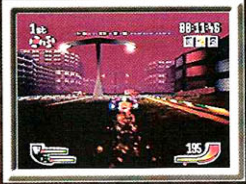


COURSE 3

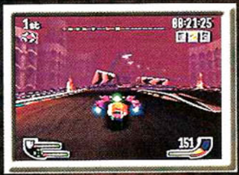
This course blazes a path through a city at night. It looks dramatic, but it's one of the easier courses you'll encounter. On the back stretch, take the right branch of the track.

Flat Out Fast

This straight near the beginning of the track is a good place to use your turbo. It's a long straightaway with a few ramps and power ups. Stay away from the ramps. If you get air, it will just slow you down.



Keep Left



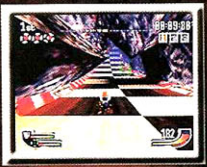
In the split straightaway before the tunnel, stay on the left side. You'll have a straight shot into the narrow tunnel and that can keep you off the wall. If you start out on the right side of the split, look for the gap in the divider about halfway down the stretch and cross over.

COURSE 4 Final Course

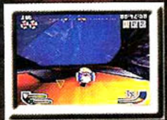
This underground track runs through construction sites and tunnels filled with bats. The split tracks make it very narrow and your line of sight is always limited.

Turbo Down

Hit your turbo as you start down the slope of the checkered track. The strategy of blazing downhill rather than uphill almost always pays off, here and elsewhere.



Corkscrew



Stay in the middle of the corkscrew section of track and be prepared for a fairly sharp left angle corner at the end. You'll have to hit the Right button to make it cleanly around the corner.

Critical Mass

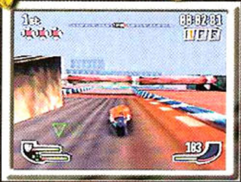
COURSE 3

In and around the lake, bikes encounter just about everything possible, from jumps to dramatic shortcuts.

Points to Continue

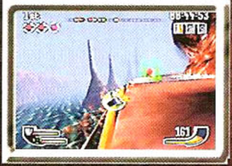
Course 1	A-1	4
Course 2	A-2	8
Course 3	NEW	14
Course 4	A-3	20
Course 5	NEW	28
Course 6	A-4	34
Course 7	NEW	40
Course 8	NEW	Final

Log Jams



The huge logs that cross over the track can cause you a lot of pain at first. On the opening lap, stay to the right and drive under the first set of logs. You'll have enough speed to jump over the second set.

Jump Off

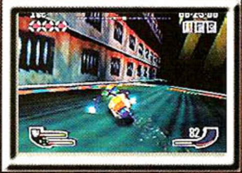


This is one of the most crucial shortcuts in the game because the computer racers use it. Immediately after the corkscrew, look for a ramp on the right. As you drive up the ramp, head to the right side. The shortcut is below and to the right, so you need to clear a section of rock.

COURSE 6

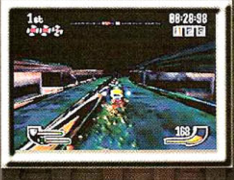
This inner city course winds and loops through the industrial core and some tricky turns. You might consider a good handling bike such as Jolt to give you an edge.

A Tight Fit



The tight S-curves through the building beyond the first tunnel will challenge anyone. Take the straightest line possible and don't get caught going too far to the right where you can get trapped by a wall.

Turbo Right



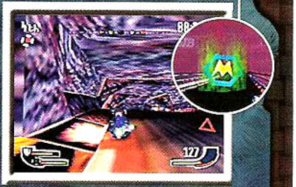
Use your turbo boost when you exit the torturous turn mentioned above as you head into the long, split track section. Stay to the right and continually tap the Right button as you blaze around the long curves. Tapping helps you maintain your speed and control on long corners.

THE ARMS RACE

If you know the weapon icons and what the weapons and other items can do for you, you can sometimes snatch victory from the jaws of defeat. One basic strategy is to always keep some weapon on your bike, and in the case of multiple rockets, if you're running low, shoot the final rocket and pick up another weapon.

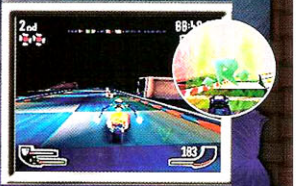
Mines

Mines are dropped by bikes along the path. You're best bet to avoid them is just stay out in front, because the mines won't last for long. As you pick up more mines, or any type of weapon, they upgrade to new forms. One type of Mine extends electrical beams from the sides of your bike.



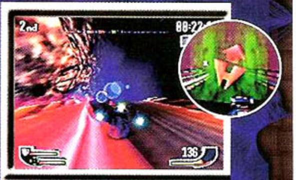
Rockets

These weapons are powerful and useful if you get them near a straight away. Line up your opponent directly in front of you. Once you fire the rocket, steer around the wreckage of your fallen competitor's bike. You can send flowers from the winner's circle.



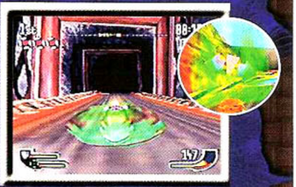
Homing Missles

These are the best weapons of all because they follow the target in spite of the terrain. You have to be within visual range of your opponent though, so don't bother firing missiles from the back of the pack.



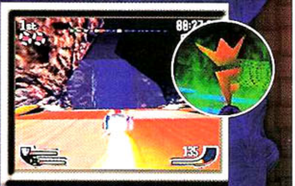
Armor

The armor item repairs your damaged bike shields. If you upgrade the armor you can become invisible to other bikers, which is the coolest power up in the game. Keep an eye on the little shield symbol on the lower left portion of the screen to see how your armor is holding up.



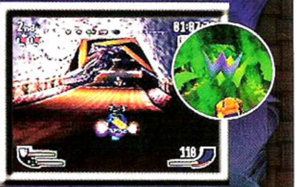
Fusion

When you get this trailing jet hanging off your bike, you'll probably think it gives you a super turbo boost. Think again. It blasts out a long flame of intense heat that will fry any bikes in your wake. That should make the tailgaters think twice about crowding your space.



Warps

This is the weirdest item in the game, but potentially useful. When you drop the first warp field, it acts as the exit. The second warp is the entrance. If you place the entrance ahead of the exit, any bike that enters the warp gets sent backward.



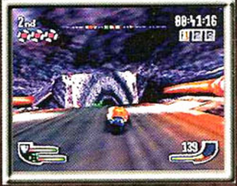
COURSE 8

8:45.88 Pulse
8:58.88 Rizal
8:56.88 Blaze

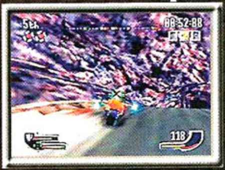
This course penetrates a mining complex and digs through narrow tunnels in the rock. The biggest challenge is the limited line of sight in the narrow tunnels and sharp, sloping curves.

Pipeline

This tight corner requires the use of the Right button and it can sneak up on you suddenly. Look for the double rows of copper pipes along each side of the track. When you see them, get ready to bank sharply.



Short Hop



The shortcut in this stage is a short distance beyond the pipeline turn mentioned above. You'll see a curving ramp on the right side of the track. Shoot up the ramp and steer to the far right in order to make a clean entry into the tunnel. The angle is important since the tunnel entrance is narrow.

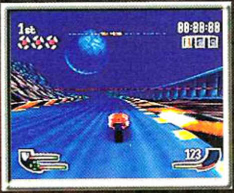
COURSE 9 Final Course

8:45.88 Rizal
8:46.48 SONJA
8:47.88 SONJA

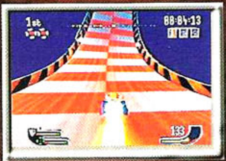
Back in the city, the last course in the Intermediate Circuit is a bit easier than you might expect. Don't worry about the giant boulders floating over the track. They're harmless.

Which Way?

After the initial swoop to the left and the short hill, you'll find that the track is split in a left and right path. Stay to the far right going up the hill and you'll take the right branch, which is the fastest.



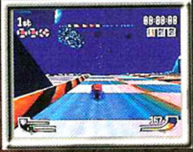
Big Loops



The big loops in this course aren't too tough to negotiate, but you should stay in the middle of the track and just accelerate. You'll notice quite a few Fusion items along the way. This is a good place to use them if you're being tailed by opponents.

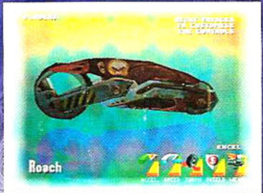
Speed Check

The checkered flat stretch that leads into the golden-curbed curves is a good place to boost up with a turbo shot. The other good boost location is in the loops.



Just Rewards

After winning the Intermediate Circuit, you'll reap the rewards by being given a new bike, the Roach. Every attribute is green or above, but it excels in top speed, shields and weapons. This is one dangerous pest.



Meltdown

COURSE 6

The ups and downs of city life make this one of the most interesting courses of all. Several splits in the track lead you on shortcuts or long-cuts.

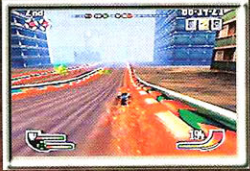
Points to Continue

Course 1	A-1	4
Course 2	A-2	7
Course 3	A-3	13
Course 4	A-4	21
Course 5	C-3	24
Course 6	NEW	28
Course 7	C-5	36
Course 8	C-7	44
Course 9	NEW	50
Course 10	C-8	58
Course 11	NEW	66
Course 12	NEW	Final

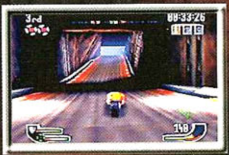
8:43.56 SONJA
8:44.76 SONJA
8:45.88 Strike

Burn Nitro

The straight stretch after the down arrow shortcut is a great place to light up your turbo candle and burn it to the core. You can also use it on the back stretch straightaways.



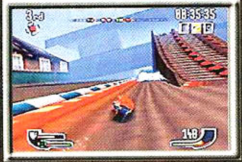
Get Down



The rule of thumb on this course is, when in doubt, stay down and stay left. Whenever the track stays low or to the left, that's where you should be. In one case, the downward pointing arrows clearly point out the way for you to go.

Off Ramp

Near the end of the course, the easiest track to take goes up a steep ramp, but you want to stay to the left. The lower track is much faster and it's a good place for a turbo boost.

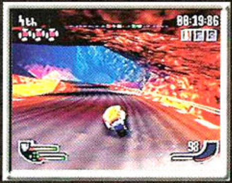


COURSE 9

0:45.88 Locus
0:50.88 Grav
0:55.88 Strike

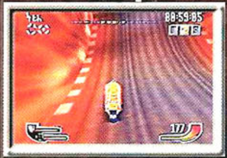
One of the most challenging course you'll ever see, the lava course makes things particularly interesting by doing away with most of the side rails that separate you from the searing lava.

Hot Stuff



Fortunately, you won't take the heat alone. Even the computer controlled bikers periodically lose control and drop into the lava. This is the one course that you can take at slower speeds and still win.

Fired Up



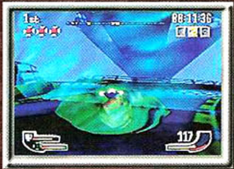
There are precious few places to use your turbo boosts on this fiery track. When you pass the open lava lakes and reach solid tunnels, you'll come to a loop. That's where you want to light up your booster and blast into the lead.

COURSE 11

0:05.95 SONJA
0:45.88 Grav
0:50.88 Strike

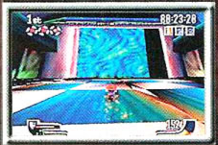
This course is a wild road of branching paths, shimmering barriers and loops that will leave your head spinning. Practice is the key to memorizing the many sudden turns.

Light Barriers



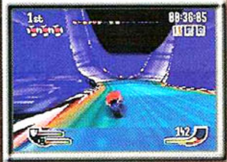
What waits on the other side of the light barriers can take you by surprise. Just beyond the first barrier, the track branches sharply left and right. Either branch is fine. Just be prepared.

Boost



Following the first split in the track, you'll come to a long stretch with a blue and white checkered track. You can't miss it. This is the only safe place on the entire course to use your turbo boost. Don't miss the chance.

Y Oh Y!



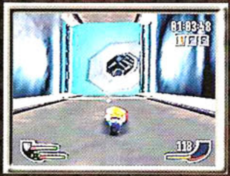
Which Y in the road should you take? Both are the same length, but if you take the left Y at each junction, you exit the splits aimed more directly at the tunnel. This could give you a slight edge.

COURSE 12 Final Course

0:45.88 Pulse
0:50.88 Rizal
0:55.88 Blaze

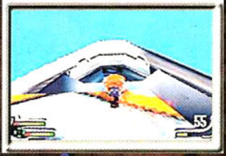
We call this one Oz. Unlike the other courses, Oz has electric green fields, birds flying in the air, and thick trees. It also has UFOs. It's weird, but great.

Beam Me Up?



Rumor has it that you can boost your way over the lip of this drop off and reach the open tunnel in the UFO. Is it real or just an Extreme-G myth? We haven't made it yet, but we're trying.

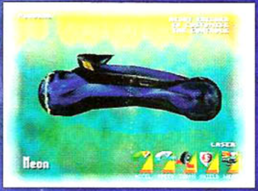
Pumped Up



This jump is doable only with the help of your turbo boost. You'll find a ramp on the left side of the track at the bottom of the second steep plunge. Press forward on the Control Stick as you go over the cliff so your wheels stay on the track. Then hit your turbo as you reach the ramp.

Neon Wonder

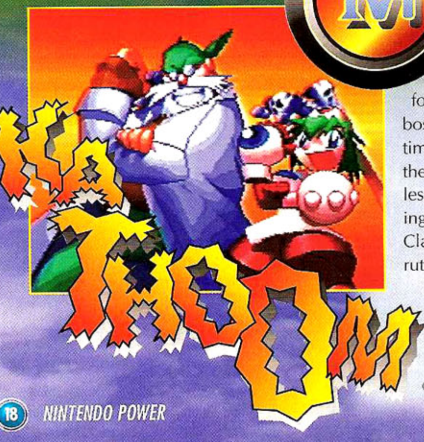
The ultimate machine is the Neon, which you earn after winning the final circuit. As you'll notice, every attribute is maxed out on this awesome machine. Even the bike's mirrored surface is cool.



MISCHIEF MAKERS™

Marina, the hero of Mischief Makers, is turning the side-scroller upside-down. In a hodge-podge of anime action and fighting, her game raises the sideways standard by adding in 3-D next generation elements. And this robo-maid doesn't do Windows—you'll see her only on the N64.

MOVE OVER FAMOUSE, HERE COMES MARINA



Robotic Marina Liteyears may work for Professor Theo, but she's definitely the boss. Her inventor is a hapless codger who, time after time, gets into trouble, and leaves the green-haired rocket grrrl with the thankless task of coming to his rescue and cleaning up his mess. On a trip to the planet Clancer, the Professor gets kidnapped by the ruthless Evil Empire. It's a good thing that Marina, like the kidnappers, operates with an iron fist. Better yet, we have the tips that'll rocket you past the first three levels.

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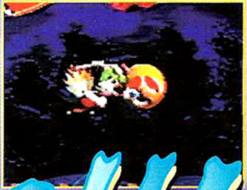
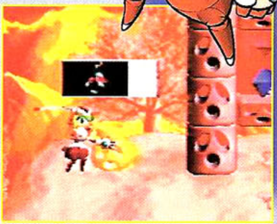
SHE'S ALL SHOOK UP!

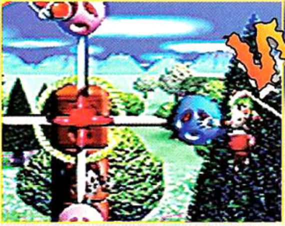
The Evil Empire and its minions have taken over the planet Clancer, but Marina Liteyears is going to shake things up for them. And she'll do it with dramatic results. Give anything that you can grab on to more shakes than a malt shop, because you may be able to rattle out something valuable. Gems may appear if you shake friends or enemies. By shaking a Clanball, you might activate something or make stars, gems, bombs or weapons appear. And by shaking those weapons, you may be able to upgrade their destructive ability. Whenever you're stuck in a stage, shaking something may be the solution!



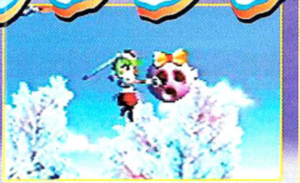
You'll find Clanballs everywhere. Press the B Button to grab one, then tap the bottom C Button to shake items out of it.



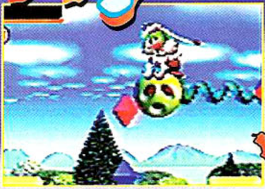
Mischief Makers has a lot of tricks up its sleeve. By putting certain combinations of objects into a Clanpot, you can shake them up to create a new object.



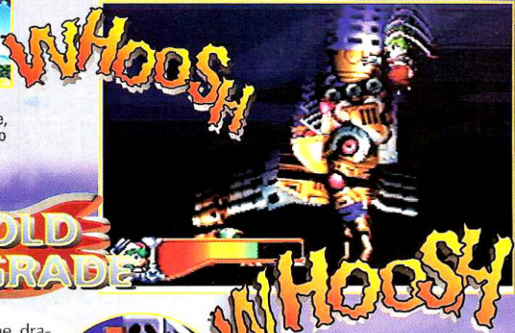
To ride the Roll Clanball windmill, grab a ball and use the C Buttons to rotate the wheel. By shaking the ball away from the axis, you may be able to extend the spoke.



The ribbon-wearing Clanball, Ms. Hint will give you a valuable game tip for 10 Red Gems. To pay her, grab her and shake.

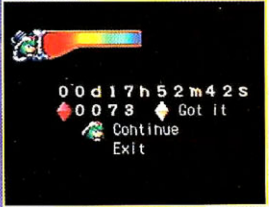


To catapult from the Clancoil, grab on, use the Control Pad to adjust the angle, then tug the ball using the C Buttons to retract the coil.

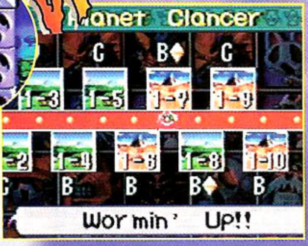


GOING FOR THE GOLD & MAKING THE GRADE

The game's mysteries will be explained in the dramatic finale, but you must locate the Gold Gems to watch it. The game will also reward you with a letter grade for each stage, depending on how quickly you finish. While earning an "A" grade is excellent, an "S" grade is even better (and near impossible—our pros have managed to score only about a dozen "S" grades!). We've listed both the "A" and "S" target times. How fast are you?



00d17h52m42s
0073 Got it
Continue
Exit



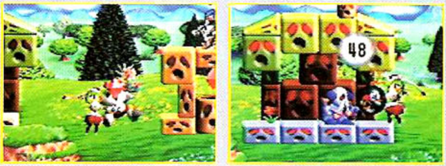
GO! GO! MISCHIEF MAKERS!

1 PLANET CLANCER

The mischief begins in Nepton Village. Here, Clancers will teach you many of the game's basics, so when you see villagers displaying speech bubbles, tap the L or R Button to talk to them. Pay Ms. Hint 10 Red Gems whenever you see her, too, since she's also a source of clues.

1-1 MEET MARINA!

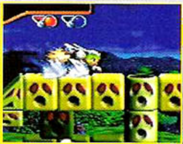
A=0:48 S=0:18

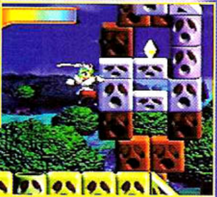


Shake it up, baby, because shaking things is the key. But don't shake old Geold—speak to him instead, and he'll give you a bomb. Only blocks that are orange will explode, so drop your bombs on them.

1-2 MEET CALINA!!

A=0:47 S=0:17



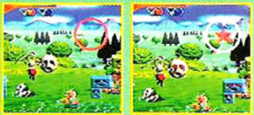


To add some boost to your jump, try tapping Up on the Control Pad twice after hopping. You'll activate Marina's hover rockets, and she'll be able to jet to greater heights, such as the Gold Gem's location.

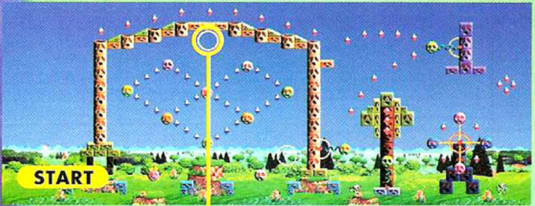
1-3 CLANBALL LAND

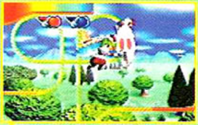
A=0:55 S=0:25

Once you clear a stage, you can revisit it as many times as you want. The Clanball Land amusement park is one of the best places to return to, not because of the rides, but because it's an easy place to collect Blue Gems to fill up your health gauge.

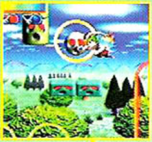


If you tug on a Clanball that makes a rippling sound, it will cause something to happen inside a circled area.

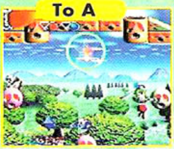




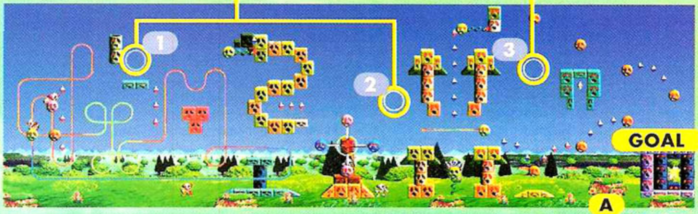
Pull on the white roller coaster Clanball to make Clanball 1 appear, then yank Clanball 1 to make Clanball 2 appear.



Pull Clanball 2 to make a star appear at 3. Jump into the star and you'll warp to the blue exit star.

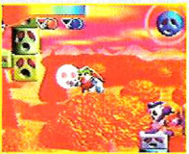


To escape, ball-hop until you reach the white ball in the upper right. If you pull it, a warp star will appear.

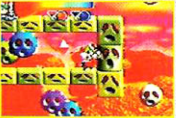


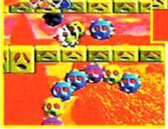
1-4 SPIKE LAND

A=0:38 S=0:08



It's important to make something happen in every circled area. By pulling the white Clanball to the left of the pompadoured Doom Daddy, you'll make a useful Clanball appear in the circle.



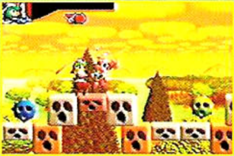


Rocket off the grassy mesa to reach the Gold Gem. Slide or roll to speed past the rotating chain of Spikes.

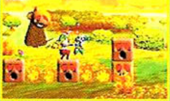
1-5 3 CLANCER KIDS

A=1:03 S=0:33

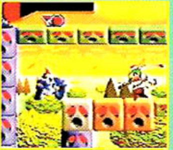
A distraught Clancer mother can't find her three children who are out making mischief somewhere. Marina's all too familiar with mischief, so she gladly answers the mother's call for help. Each of the three children (who take after their troublesome father) will run the other way when they see Marina. To reunite the family, you'll have to use some fancy footwork to fake out the children.



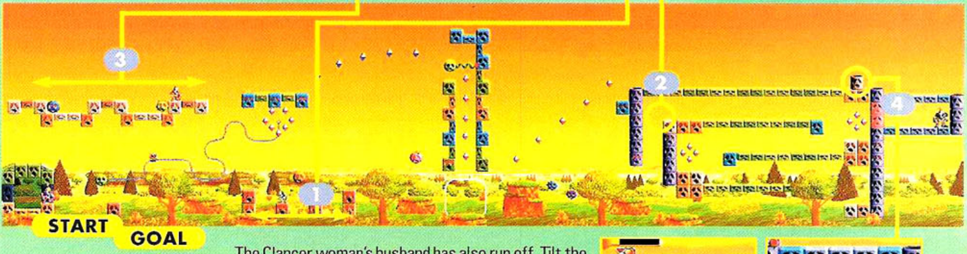
Pull the yellow Clanball above the flames to make a Clancoil appear. Bounce off the Clancoils to reach Clancer 3, then trick him into jumping to you.



Clancer 1 will hop along the four blocks. When you've cornered him, pretend to jump toward him to get him to jump your way.



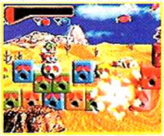
When you've chased Clancer 2 to the top ledge, approach him until he jumps off. Retrace your steps through the building by heading right. When you meet up with him at the bottom, jump toward him while grabbing.



The Clancer woman's husband has also run off. Tilt the Clancoil diagonally to the right to spring yourself to the roof above his hiding spot. Dig the Clanbomb out of the bucket, then use your rockets to dash to the orange wall that traps Clancer 4. Blow up the wall, grab the Clancer, then shake him for the Gold Gem.

1-6 BLOCKMAN RISES

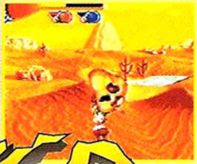
A=1:06 S=0:36



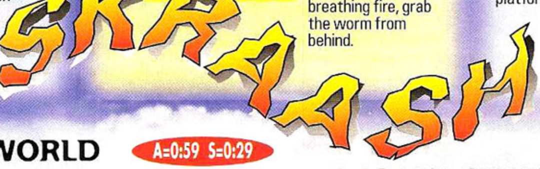
Grab on to Teran the Blockman, then use the C Buttons to guide him. When you approach the bombers, press the bottom C Button to avoid getting hit, then tap the Right C Button to kick out their battle station.

1-7 WORMIN' UP!!

A=0:52 S=0:22



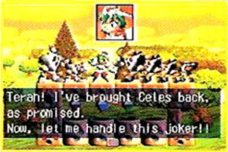
The worm doesn't want Celes to garden in its desert. Teach it a lesson by grabbing its head and tossing the worm against the cliffs. When it starts breathing fire, grab the worm from behind.



1-8 CRISIS: NEPTON

A=1:13 S=0:43

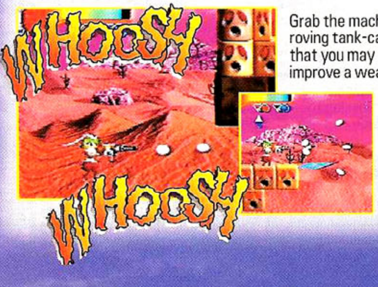
The rootin'-tootin' Spur Clancers want you out of Dodge (and Nepton). With the help of Teran and the village's strongest Clancer soldier, battle the cowboy Clancers by tossing the enemies off the platform.



Teran! I've brought Celes back, as promised.
Now, let me handle this joker!!

1-9 WESTERN WORLD

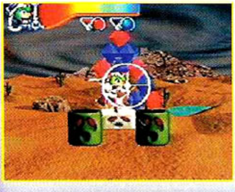
A=0:59 S=0:29



Grab the machine gun from the roving tank-cat. Remember that you may be able to improve a weapon by shaking it. By shaking the gun once, you'll be able to spray your fire in three directions simultaneously.

1-10 VOLCANO!!

A=0:42 S=0:12



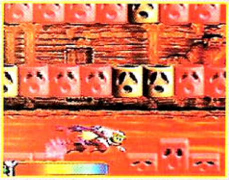
The volcano in the distance will spew boulders your way. Run beneath the platforms to shield yourself from the falling rocks. While it's safer to run beneath the platforms, you'll want to make the leap on top of the green platform to stock up on its pyramid of Red and Blue Gems.

2 MIGEN'S SHRINE

The action heats up when Marina infiltrates the lava-filled home of Migen Sr., the lizard wizard. Deep inside his cave, he and his overgrown son, Migen Jr. hold Professor Theo hostage. But before she can free him, she'll have to keep a cool head inside the boiling lair.

2-1 SEA OF LAVA

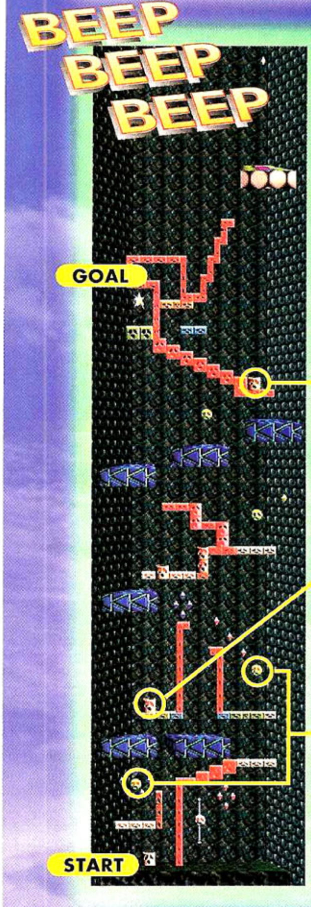
A=1:06 S=0:36



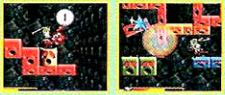
The entire area is flooded with lava, so watch your step and patiently wait for the spewing magma fountains to sputter out or you may tumble into the fiery sea. To claim the gems that float close to the sea, slide across the surface by pressing Down on the Control Pad while holding the A Button.

2-2 VERTIGO!!

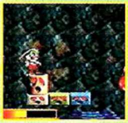
A=0:56 S=0:26



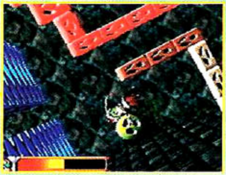
The topsy-turvy Vertigo stage would make Hitchcock proud since it hurls out psycho thrills and suspense. In her steep climb, Marina must use short-fused bombs and tug Clanballs that will spin the room upside-down.



Face right, grab the bomb, drop it on the bucket, then hop up the orange stairs before they explode.



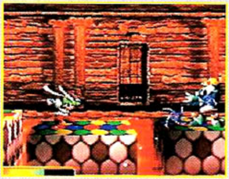
After tossing a bomb at the first wall, fly with another bomb to the second wall.



After bombing the orange walls, tug on these balls to make the room rotate, reconstructing the walls in the process.

2-3 SINK OR FLOAT!

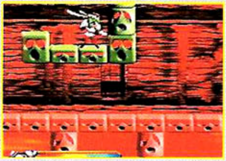
A=0:41 S=0:11



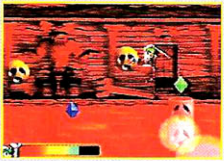
The floating platforms will sink if you stand on them too long, so jump frequently to keep the pressure off. While you're making like a jumping bean, enemy Clancers will hurl throwing stars at you. If you catch one and throw it back, your projectile may be able to mow through a few enemies at once.

2-4 HOT RUSH

A=1:08 S=0:38



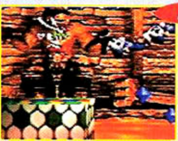
You'll have to restart the stage if you get stuck while the orange platform disintegrates.



The orange islands will quickly explode, so leap from Clanball to Clanball instead.

2-5 SEARIN' SWING

A=0:42 S=0:12

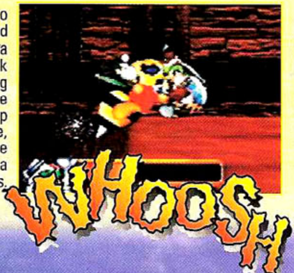


Floating platforms and the swinging Clancers can't support your titanic weight. Avoid sinking into the lava by staying on the move.

2-6 FLAMBEE

A=0:57 S=0:27

When the giant bee tries to sting you, grab its head and drag it into the lava. The lava may hurt you too, so stock up on health-replenishing Blue Gems by shaking the bee's head. Be ready to jump when you shake it, because, in addition to the gems, the bee will also release a swarm of tiny bees.

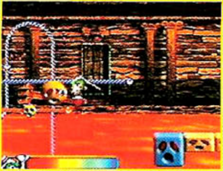


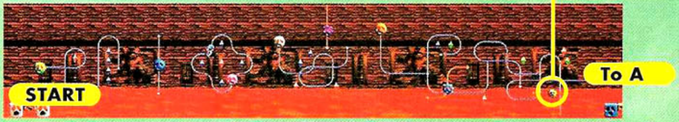
2-7 TIGHTROPE RIDE

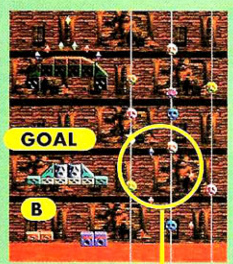
A=0:58 S=0:28

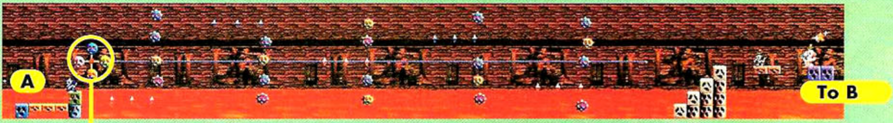
Most of the time, Marina won't have her feet on the ground on this Tightrope Ride. Instead, she'll have to grab on to Clanballs and pull them in the direction she wants them to take her. Just don't ride a ball down a tightrope that leads to the lava!

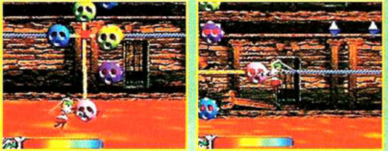
After parking the ball on the horizontal tightrope directly above the green Spike, pull down to reach A. Pulling up will send you into the lava.



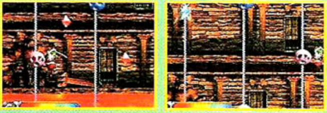








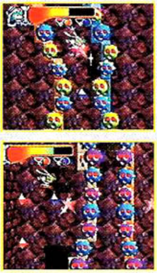
Pull on the pinwheel-like Roll Clanball twice to fully extend its arm. Rotate it down to collect the gems, then spin it up for more gems. Retract the arm halfway, spin it to the left so it's horizontal, collect the gems, rotate it up for more gems, then rotate the arm downward.



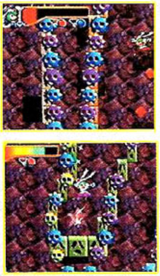
A series of balls slides down three ropes into the lava. Zigzag ball to ball to reach the star.

2-8 FREEFALL!!

A=0:52 S=0:22



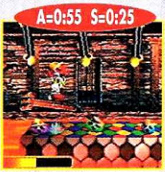
After breaking through the brown blocks, you'll free-fall through winding columns of Spikes. To reach the exit, always enter the first star that you come across. If you end up taking the next star you encounter, you'll warp back to the top.



It's easy to lose control while you're free-falling, so fire up your rockets to slow your descent. Hitting a Spike can also spin you out of control and into other damaging Spikes, so be ready to retro-rocket away from the walls if you crash.

2-9 MAGMA RAFTS

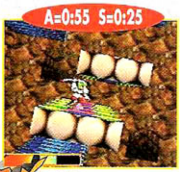
A=0:55 S=0:25



Enemies will drop onto your raft, so throw them overboard before it sinks. To keep things afloat, catch your enemies while you're in midair.

2-10 SEASICK CLIMB

A=0:55 S=0:25

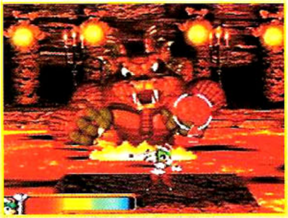


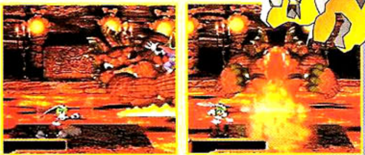
This room rocks back and forth, so you'll have to time your jumps accordingly or you may not clear an area because it will be tilted up too high.

2-11 MIGEN BRAWL!

A=2:21 S=1:51

To knock out Migen Jr., grab his fist when it's highlighted, then toss his knuckle sandwich back at his face.





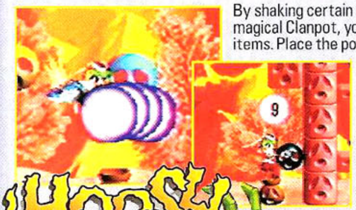
As long as Migen Sr. is around, he'll magically heal his gigantic son. Nix dad out of the equation by throwing his son's fists sideways so they smack the spellbinder. To replenish your health, catch fireballs to change them into Blue Gems.

3 MT. SNOW

Marina is more like Theo's keeper, rather than his housekeeper. Yet again, Marina must rescue the Professor, who gets recaptured. This time, the Monolith wants him, and gets the Justice Warriors to do its bidding by convincing them that Marina is a threat to the planet.

3-1 CLANPOT SHAKE

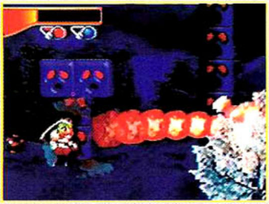
A=1:02 S=0:32



By shaking certain ingredients in the magical Clanpot, you can create new items. Place the pot beneath a ball to catch its items. By catching four small red bombs in the pot, you can shake them into a more destructive Clanbomb.

3-2 CLANCE WAR

A=0:60 S=0:30

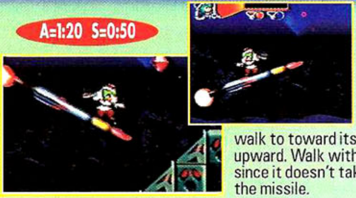


Bombs, land mines, patrol ships, and rocket-powered Air Clancers light up the night sky with their ballistics and explosions. To destroy your enemies, bombard them with almost everything that you can grab. Tumbling Spikes will also get in your way, so repeatedly tap Down on the Control Pad to roll past them.

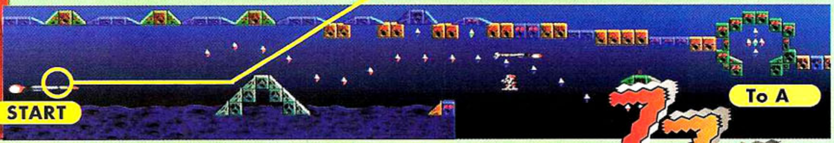
3-3 MISSILE SURF!!

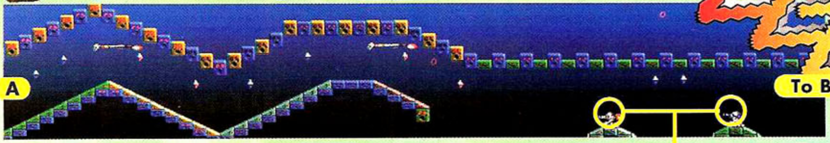
A=1:20 S=0:50

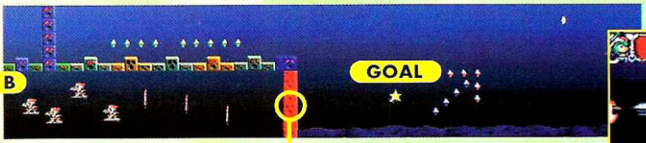
Fearless Marina will get around any way she can, so don't be surprised when she hitches a ride on the back of a missile. It's a live missile, at that, so try not to let "hanging ten" turn into a countdown to zero!

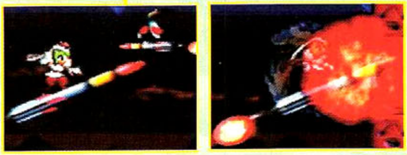


To steer the missile, walk toward its warhead to fly downward or walk to toward its tail to fly upward. Walk with baby steps since it doesn't take much to tip the missile.

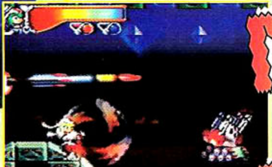






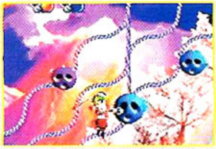


Grab the Clanbomb that is getting a piggyback ride on an incoming missile. Before you fly straight into the orange barrier, toss your Clanbomb at it to tear down the wall and clear your path.

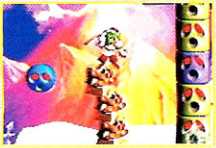


If a Clancer Tank hits you, you'll be temporarily debilitated and unable to steer out of danger. Jump down to the platform to toss the Clancers aside, then hop back onto your missile.

3-4 CLANBALL LIFT A=0:52 S=0:22



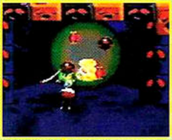
Grab on to the Clanball to ride the Clanball Lift up the mountainside. Move your ball vertically to dodge any Spikes that may be blocking your path.

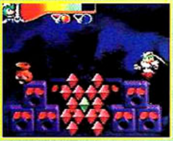


After crossing the ravine, pull the blue Clanball three times to produce three statues. Stack them up, then jump off them to clear the tall barrier.

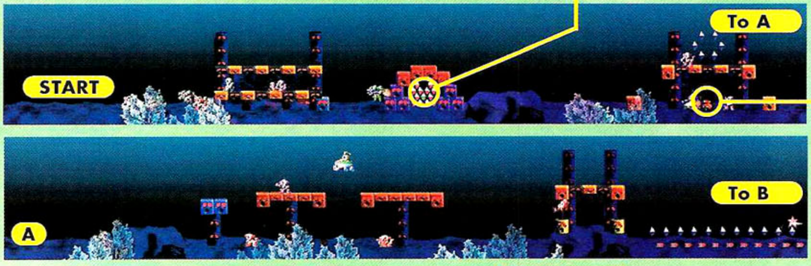
3-5 GO MARZEN 64 A=1:20 S=0:12

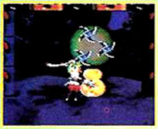
Marzen 64 is one of the Empire's soldiers who pilots a special clawed attack robot. To beat him, try to keep him in one spot by throwing Kid Clancers his way. The Kid Clancers will throw explosives at you. If you toss their bombs at Marzen 64, you can eventually destroy his vehicle. When he's on foot, grab him and throw him.



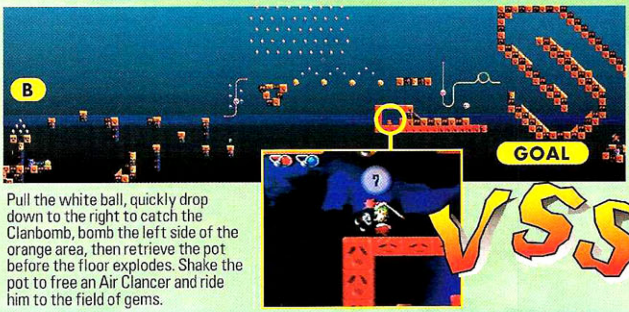


The Clanpot already has Clanbomb ingredients inside, so shake up a bomb and drop it on the roof that houses the gems.

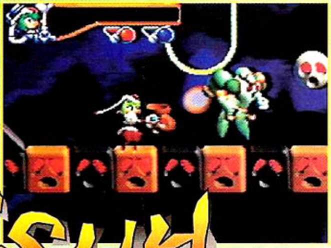




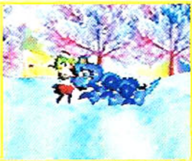
Shake the Clanpot until its six flowers create three throwing stars. Shake the pot again to transform the throwing stars into a boomerang.



Pull the white ball, quickly drop down to the right to catch the Clanbomb, bomb the left side of the orange area, then retrieve the pot before the floor explodes. Shake the pot to free an Air Clancer and ride him to the field of gems.

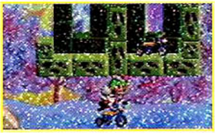


3-6 CHILLY DOG!! A=0:52 S=0:22

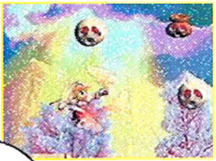


Use your old tricks on this new dog. When Chilly Dog charges you, grab its head, shake it, then toss the mutt aside after you've collected the Blue Gems and maybe even the Gold Gem.

3-7 SNOWSTORM MAZE A=1:30 S=0:60



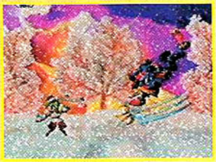
To get the star to appear, park the tricycle next to the other trike, and park the Spring Clancer next to his bouncy twin.



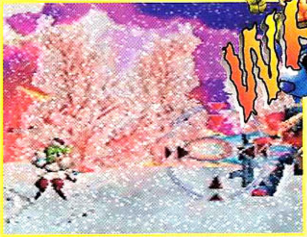
Beyond the wall next to the white balls is a star. You'll need the Clanbomb in your pot to reach it, so jump up and toss it over the wall.

3-8 LUNAR !!

A=0:48 S=0:18



The first Justice Warrior you'll encounter is Lunar. When your wolfish foe pounces at you, hover. If you land, he'll either claw you or blast you with the bombs that trail behind him.

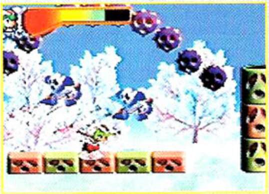


When Lunar fires at you, grab the blast to turn it into a Gold Gem or catch it to volley his firepower back in his direction. If he grabs you, he'll toss you into the air. On your way down, he'll punt you, so fire up your rockets to avoid landing.

WHOOSH
WHOOSH

3-9 THE DAY BEFORE

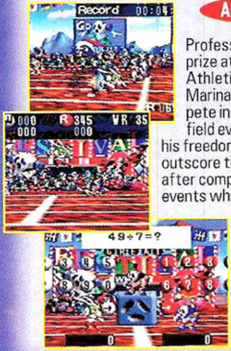
A=1:20 S=0:37



Anytime you need Red Gems, revisit this stage and shake the hotel manager Clancer who wears the top hat. You'll also earn Red Gems and one Gold Gem by jumping rope with the Clancers who are to the right of the Blue Star.

3-10 THE DAY OF

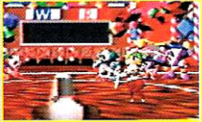
A=3:06 S=2:36

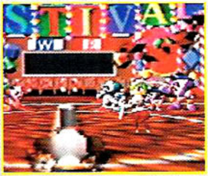


Professor Theo is the prize at this year's Athletic Festival, so Marina must compete in its track and field events. To win his freedom, Marina must outscore the red team after completing the seven events which consist of three foot races, the long jump, ball catching (and bomb dodging), hurdles and a mathematics showdown.

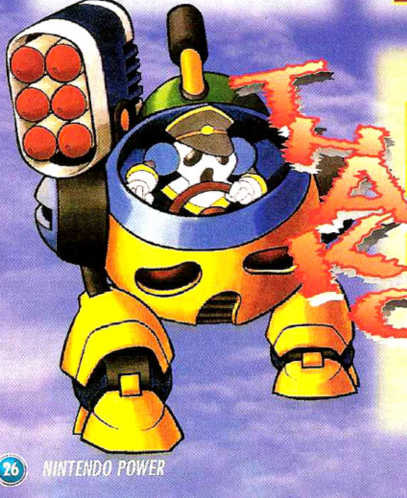
3-11 CATASTROPHE!!

A=0:41 S=0:11



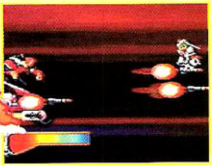


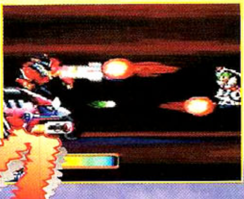
Cat Clancer is too weak to stop Marina from getting Professor Theo, so Marina agrees to settle matters through a game of dodgeball. The cat will be easiest to hit when it's picking up a ball at the edge of the court.



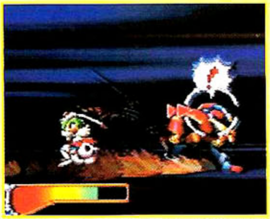
3-12 CERBERUS Q

A=1:32 S=1:02





While riding Cat Clancer, you'll be in a difficult position to return Lunar's fire. By hopping on top of a missile and flying it upward, you'll get a clear shot at the Justice Warrior.



After you shake missiles into king-sized projectiles and hurl them at Lunar, your howling-mad enemy will eventually hop off his bike. When he tries to steamroll into you, grab him.

GO! GO! MISCHIEF MAKERS!

GOLD GEMS

B
C
B
C
1-3
1-5
1-7
1-
2
1-4
1-6
1-8
B
B
B

Hidden in each stage is a valuable Gold Gem. When you've completed the game, each Gold Gem you have will allow you to see a portion of the ending. To view the entire ending along with the surprise finale, you must win all 52 gems.

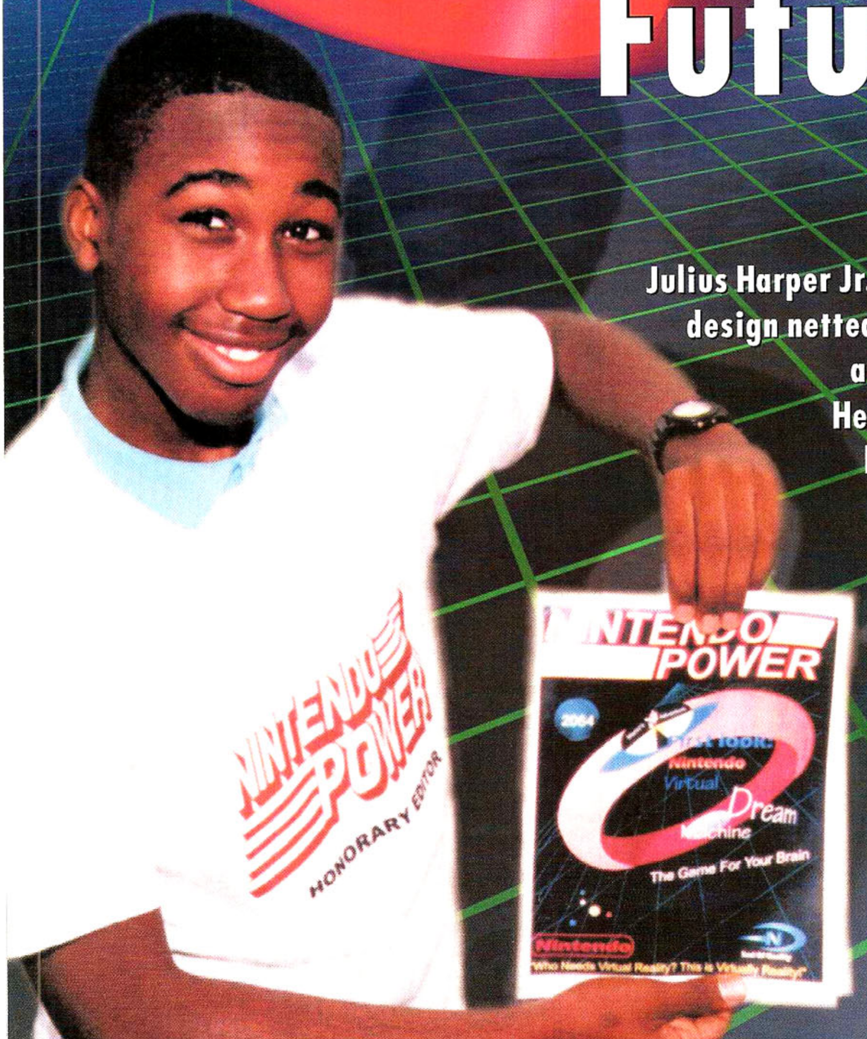
1-1	The statue is worth more than its weight in granite. Throw a Clancer at the sculpture to break it open and extract the Gold Gem.
1-2	Between the flames and the Clancer with the bomb is a green building. Rocket up to its purple tower to claim your glittering prize.
1-3	Ride the yellow roller coaster Clanball and pull it to bomb the orange T-shape of blocks. Enter the star that appears in its place.
1-4	Jump to the ledge above the circle of Spikes. Roll past the spiral rotisserie of Spikes to reach the gem at the ledge's other end.
1-5	If you shake the husband, he'll drop a Gold Gem. Enter his hiding place in the building on the right by bombing the orange wall.
1-6	Make the Blockman squat down and have him kick the third bomb-throwing Clancer's pyramid over. Shake the gem out of the bomber.
1-7	The pesty worm that terrorizes Celes's garden carries a Gold Gem, so grab and shake him for it before you pound him into fish bait.
1-8	As long as Teran and his partner aren't so wounded that they bow out of the showdown against the Spur Clancers, you'll win the gold.
1-9	Leap right along the floating blocks that the Spikes orbit until you reach the structure with orange columns. Bomb them to enter.
1-10	From the purple block, hop rightward to the pyramid of gems, then jump leftward. The Gold Gem shines above the leftmost platform.
2-1	The gem floats on the lava between two platform islands. If you slide to skim across the surface, you'll safely nab the gold.
2-2	Bomb the orange stairs leading to the star and quickly follow the orange blocks to the elevator platform that takes you to the gem.
2-3	From the Blue Star, make a giant leap and rocket boost rightward to the floating platform. Repeat this to reach the next platform.
2-4	Yank the white Clanball to make a ball appear in the circle to the left of the Blue Star. If you tug this ball, the gem will pop out.
2-5	Before entering the star, grab the swing to the right, then leap from swing to swing like George of the Jungle until you reach land.
2-6	Some bees have golden honey, but this bee has a Golden Gem. For your sweet reward, grab his head and shake it until the gem appears.
2-7	Latch on to the descending Clanballs and zigzag your way up past the Blue Star. You'll find the Gold Gem on the platform above.
2-8	Drop down the right channel and fall between the blue blocks and the wall. Stay close to the right of the blue blocks as you fall.
2-9	Drop from the Clancoil to the Clancer with the flower on his head. Shake him to get the gem, then hop back onto the Clancoil.
2-10	The gem is between the left wall and a tall pile of blocks. Work your way to the top, then jump through the gap in the block pile.
2-11	With swift dodging and jumping (and lots of practice), you can win the Gold Gem by defeating Migen Jr. without getting hit.
3-1	By shaking six Blue Gems in your Clanpot, you can create one Green Gem. By mixing two Green Gems, you'll make one Gold Gem.
3-2	The bomb-throwing Clancer who wears the Santa hat carries the Gold Gem, so shake him before he gets blown up by friendly fire.
3-3	Ride the missile past the star and follow the arrow formation of gems—it points the way to the Gold Gem shining high in the sky.
3-4	The Gold Gem glitters above the swinging chain of Clancers, so grab on to them and use their momentum to boost yourself up to it.
3-5	Tug the white ball, catch the bomb, then drop it above the pot. Shake the Clancer out of the pot and ride him above the yellow balls.
3-6	You'll be one lucky dog if you can swipe the Gold Gem from Chilly Dog. Grab his head and shake it until the fleabag gives up the gem.
3-7	Hop on the Jump Clancer and spring off the platform that's beneath the star. Leap leftward, using the Spikes as springboards.
3-8	When Lunar fires his energy ray at you, try to grab its blasts. As you deflect the laser, the beam may alchemize into a Gold Gem.
3-9	Join the Clancers who are jumping rope. As you hop, Red Gems will appear overhead. If you jump long enough, you'll get a Gold Gem.
3-10	Win the gold by finishing the 100 meter dash in under 11 seconds. To do it, you'll have to start at the precise moment you see "Go!"
3-11	Beat Cat Clancer at the dodgeball game without getting hit and without crossing into the right side of the court to win a Gold Gem.
3-12	Shake the gun and missiles to make them more powerful, because to win the Gold Gem, you must beat Lunar without getting hit once.
★	You may know where the first 33 Gold Gems are, but Levels 4 and 5 have 19 more stages, and in each one hides yet another Gold Gem!

MORE MISCHIEF

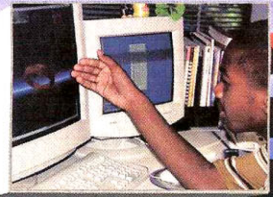
The first three levels are only the tip of the mischief iceberg. There's enough mischief in the final two levels to start an ice age as Marina rides an ostrich, hunts ghosts, and battles Tarus, Merco, the Monolith and the Beastector. You'll also get to play as Teran, when he must rescue Marina. Nineteen more levels await. Just try to stay out of trouble.

Nintendo Power Picks the

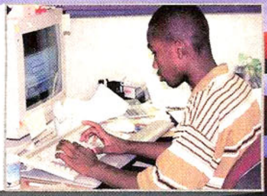
Game of the Future!


NINTENDO POWER
HONORARY EDITOR
NINTENDO POWER
2064
Nintendo
Virtual
Dream
Machine
The Game For Your Brain
Nintendo
Who Needs Virtual Reality? This is Virtually Reality!

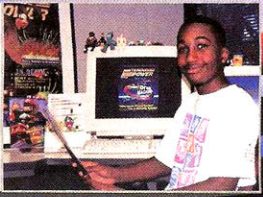
Julius Harper Jr.'s winning game design netted him an N64 and a trip to Nintendo Headquarters—and his school scored big, too. It got a complete multimedia computer out of the deal. So, now, everybody's smilin'!



We kept J.J. more than busy at NOA. He worked with Nintendo Power's Lead Designer, learning to use new graphics programs to recreate his original cover concept.



As NOAJHARP, J.J. fielded questions in Nintendo Power Source chats hosted by NOAKent and NOAAmy. Everybody online was asking, "Who's the new NOA?"



By the end of his second day at NOA, J.J. had finished recreating his cover. Of course, he did take some time out to play all the new games with Nintendo Power editors.

J.J. Envisions the Game for Your Brain

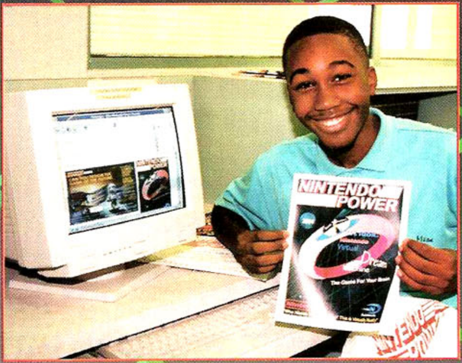
It's a simple ring molded of high-grade plastic that fits on the head. It has a drive on the front into which a micro-disk Game Pak is inserted. It has receptors on the inner ring that connect to the temples and transmit bioelectric impulses from the CPU directly to the brain. It comes in a variety of colors, but you can't buy it–yet. It's the Nintendo Virtual Dream Machine, the video game hardware of the year 2064, as imagined by Julius Harper Jr., and it's the winning entry in the Game of the Future contest that we held last spring.

When Julius, or J.J. as we came to know him, spotted the contest in the March issue of Nintendo Power, he knew immediately that he had to enter. He was hoping for second prize–an N64–but he wasn't thinking about the contest at all when his principal called him out of class in early June. Rochelle Neal, principal at J.J.'s school, La Mesa Junior High in Santa Clarita, California, explained that she needed some help with a computer.

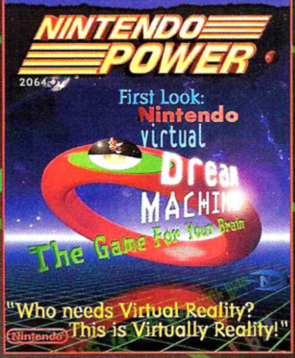
Help with a computer indeed. When J.J. followed her into the library, reporters' flashbulbs went off and he was seated at a computer where Nintendo Power Source was up and running with a message from Gail Tilden waiting. Across the wires, NP's editor in chief informed him that his design had won top honors in the contest. His first reaction was, "No way!", but he quickly regained his composure and e-mailed a response to Tilden: "This is so cool!"

In winning the contest, he not only won a trip for himself to NOA where he would create the finished magazine cover you see here (more on that later), he won a multimedia computer for his school. So even though J.J. won't be attending La Mesa next year–he's moving on to Valencia High–there'll be a computer with his name on it at his old junior high. And he took home that N64 he'd been wanting, to boot.

When J.J.'s principal called him out of class, he wasn't quite sure what to think. Once he'd gotten the good news, his classmates helped him celebrate. Anything's better than taking a test, right?



Seated at a computer in the library, J.J. learned via Nintendo Power Source that his entry, the Nintendo Virtual Dream Machine, had been chosen as the grand prize winner.



Interview with JJ Harper, Ultimate Game Designer.

NINTENDO POWER

2064

First Look: Nintendo Virtual Dream Machine

The Game For Your Brain

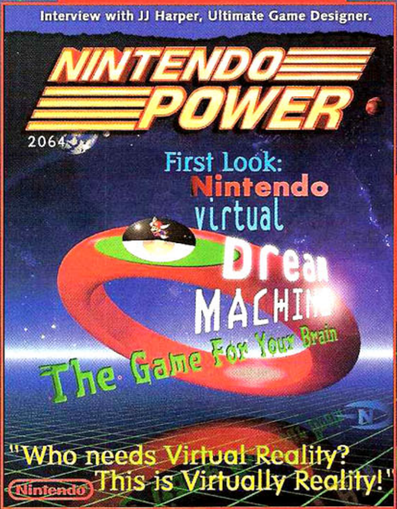
"Who needs Virtual Reality? This is Virtually Reality!"

Nintendo

Gamers Picture the Future of Fun

J.J. saw the contest details in our March issue, but entry info was also posted online, on Nintendo Power Source, and teachers from across the country posted contest details in their classrooms. By the middle of April, thousands of entries poured in from across North America, some with ideas for games, some with ideas for game systems. They ran the gamut, ranging from new games featuring an updated Mario to sophisticated dream machines based on hologram technology.

GRAND PRIZE


Interview with JJ Harper, Ultimate Game Designer.
NINTENDO POWER
2064
First Look: Nintendo virtual Dream MACHINE
The Game For Your Brain
"Who needs Virtual Reality? This is Virtually Reality!"
Nintendo

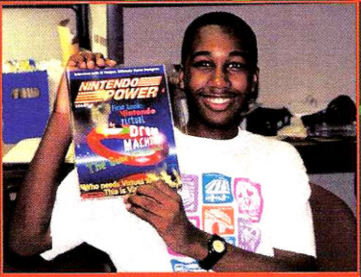
Julius Harper Jr.
La Mesa Junior High School
Santa Clarita, California

J.J. thought long and hard on an idea before sitting down at his computer to actually start his design. He envisioned video game hardware that would bypass screen displays and controllers to tap directly into the player's mind.

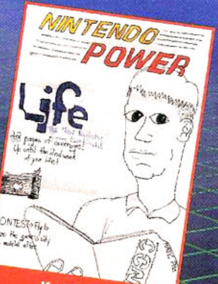
According to J.J., "The result is an artificial world that comes alive with the sights, sounds and tastes of reality. With this incredible machine, you're no longer restrained by a controller and screen or a VR headset. Your mind takes over the main character, making *you* the star." And his design also features a toggle switch that lets players choose whether to play either while awake or asleep, while dreaming.

He created his cover using his family's PC and Corel Draw. He doesn't have a color printer, so he talked his mother into taking him to Kinko's to have his entry output in color. But it wasn't just the sleek, color design that caught the judges' eyes. His idea was intriguing, his description was interesting and complete, and his cover copy was clever, including catchy tag lines ("The Game for your Brain" and "Who Needs Virtual Reality? This is Virtually Reality!"). He even went so far as to update Nintendo's official Seal of Quality!

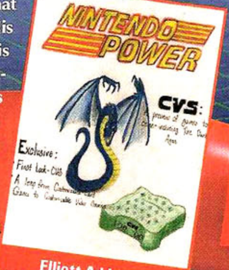
And talk about quality! The panel of judges, all from the Nintendo Power staff, had a tough time narrowing the entries down and selecting the winners because there were so many entries that were so good. In addition to J.J.'s grand-prize winning entry, ten other covers were selected as second prize winners. Five came from grades 5 through 8, five were from


J.J.'s winning cover became a reality when he came to NOA.

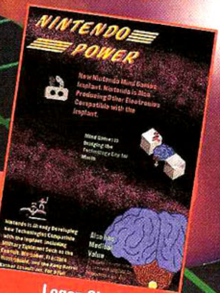
SECOND PRIZE
Grades 5-8


NINTENDO POWER
Life

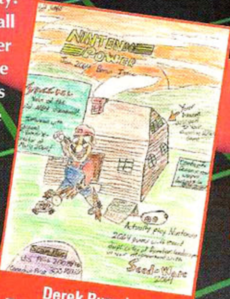
Karl Becker
Wachter Middle School
Bismarck, North Dakota


NINTENDO POWER
CVS:
Exclusive:
First Look-CVS

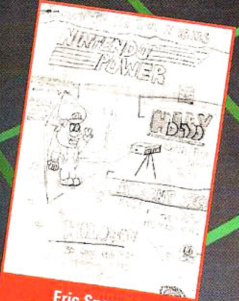
Elliott Addesso
Lafayette-Winona Middle School
Virginia Beach, Virginia


NINTENDO POWER

Logan Clark
Waverly Junior/Senior High School
Waverly, New York


NINTENDO POWER

Derek Rumpler
Talawanda Middle School
Somerville, Ohio


NINTENDO POWER

Eric Spencer
Park Middle School
Antioch, California

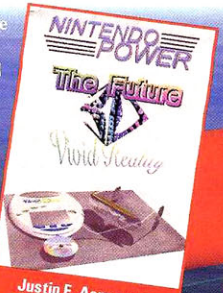
grades 9 through 12. All second prize winners received N64s.

The second prize entries ranged from virtual reality systems to hologram systems (including Eric Spencer's HoloBoy) to hardware systems, like J.J.'s, that bypass traditional game viewers entirely to connect directly to the brain. One entry, submitted by Logan Clark, was an actual synthetic nerve implant device called the Nintendo Mind Games system. Clark claimed that the implant would "cut reaction time dramatically." Although the technology to actually create these kinds of games might not exist now, who knows what will be possible by the year 2064.

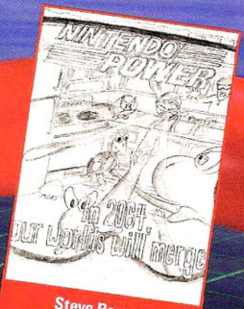
And the other articles slated to appear in entrants' magazines were sometimes as entertaining as the products they imagined. Some featured Mario in games of the future (Mario 2064 and Mario 64,000, which also included Luigi), some had teasers on updates of other favorites (Zelda 2064, Donkey Kong Country 8), and two covers claimed to have Miyamoto interviews: Derek Rumpler's showed an interview with Shigeru Miyamoto X (a descendant, we presume), while Chris Corso's entry boasted an exclusive interview with Mr. Miyamoto's preserved brain.

Judging from the creativity of the entries we recieved, in the year 2064, Mr. Miyamoto's preserved brain will have plenty of competition.

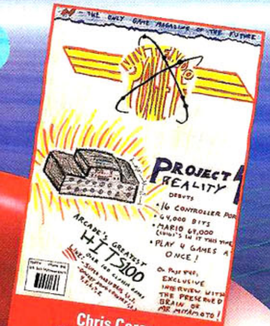
SECOND PRIZE
Grades 9-12


NINTENDO POWER
The Future
Vivid Reality

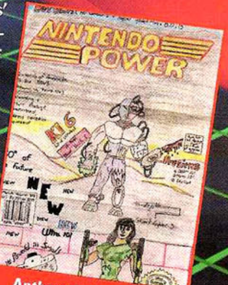
Justin E. Asmussen
Meridian High School
Meridian, Idaho


NINTENDO POWER
In 2064, our worlds will merge

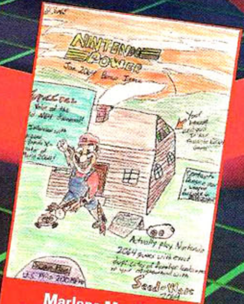
Steve Barnes
Sehome High School
Bellingham, Washington


THE ONLY GAME MAGAZINE OF THE FUTURE
PROJECT REALITY
DEBUTS
• 16 CONTROLLER PORTS
• 64,000 BITS
• MARIO 64,000 (LUIGI'S IN IT THIS TIME)
• PLAY 4 GAMES AT ONCE!
ARCADE'S GREATEST HITS 100
EXCLUSIVE INTERVIEW WITH THE PRESERVED BRAIN OF MR. MIYAMOTO!

Chris Corso
Elder High School
Cincinnati, Ohio


NINTENDO POWER
NEW

Anthony Dobrowolski
Northwood Junior High
School, Renton, WA


NINTENDO POWER

Marlene Martins
Silvercreek High School
San Jose, California

J.J. HARPER: Honorary Editor

J.J. posed with miscellaneous NP staffers just outside NOA headquarters. Back row, from left: Tim Garret, Todd Dyment, Terry Munson. Center row: Yoshio Tsuboike, Jason Leung, Paul Shinoda, J.J., Kim Logan, Leslie Swan, Nancy Ramsey. Front, kneeling: Jeff Bafus

Along with winning the multimedia computer for his school and an N64 for himself, J.J. won a trip to NOA headquarters in Redmond, Washington, to act as honorary editor of Nintendo Power. During the two days he was here, he met the whole staff, toured the company and spent several hours working with Design Lead Kim Logan using professional design programs to recreate his winning entry. It wasn't all work, though. He played upcoming games, including GoldenEye, which had yet to be released when J.J. was here. And when he mentioned that he was pretty good at Star Fox 64, Paul "Fox" Shinoda's eyes began to gleam. He and a couple of the other equally ruthless writers, Terry Munson and Jason Leung, grabbed controllers and a four-player match followed. Paul, who helped write the Star Fox 64 Player's Guide, is our resident Star Fox 64 top gun. He says that J.J. put up a good fight before going down in flames. He might have been shot down in Star Fox 64, but he was a big hit with NP staffers. J.J. told Kim Logan that he'd like to have her job. We'll have to see if he's still interested in about eight years–when he finishes college!

CLASSIFIED INFORMATION

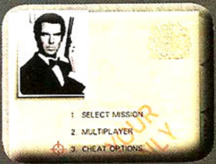
0428 6211 4842 0680

MEMBER IDENTIFICATION #

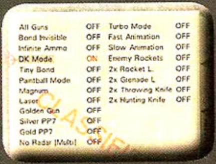
GOLDENEYE 007

Her Majesty's Secret Cheats

We're kicking off our 101st installment of Classified Info with an exclusive list of cheats for GoldenEye. To enable each cheat, you must complete a specific mission at a specific difficulty level within a target time. The chart at right shows the requirements for each cheat. For example, to enable the Paint Ball cheat, you must complete the Dam mission on the Secret Agent difficulty level (A = Agent, SA = Secret Agent, and so on) within 2 minutes and 40 seconds. If you meet the requirements for a cheat, the computer will tell you at the end of the mission. Cheats can be used in the special "Cheat Mission" mode only. This mode allows you to replay missions and difficulty levels you've already defeated. Cheats cannot be used to enable other cheats.

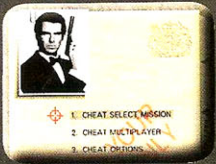


Once any cheat is enabled, the Cheat Options menu will appear. Highlight it and press A.



All Guns	OFF	Turbo Mode	OFF
Bond Invisible	OFF	Fast Animation	OFF
Infinite Ammo	OFF	Slow Animation	OFF
DK Mode	ON	Enemy Rockets	OFF
Tiny Bond	OFF	2x Rocket L.	OFF
Paintball Mode	OFF	2x Grenade L.	OFF
Magnum	OFF	2x Throwing Knife	OFF
Laser	OFF	2x Hunting Knife	OFF
Golden Gun	OFF		
Silver PP7	OFF		
Gold PP7	OFF		
No Radar [Multi]	OFF		

Highlight any cheat and press A to turn it on or off. Press B to return to the main menu.



Now go to the Cheat Select Mission menu and choose any mission.

You can replay any mission and difficulty level you've completed in the regular game.

MISSION	TIME	CHEAT
Dam (SA)	2:40	Paint Ball
Facility (00)	2:05	Invincibility
Runway (A)	5:00	DK Mode
Surface (SA)	3:30	Grenade Launcher x2
Bunker (00)	4:00	Rocket Launcher x2
Silo (A)	3:00	Fast Mode
Frigate (SA)	4:30	No Radar
Surface 2 (00)	4:15	Tiny Bond
Bunker 2 (A)	1:30	Throwing Knives x2
Statue (SA)	3:15	Fast Animation
Archives (00)	1:20	Invisible
Streets (A)	1:45	Enemy Rockets
Depot (SA)	1:40	Slow Animation
Train (00)	5:25	Silver PP7
Jungle (A)	3:45	Hunting Knives x2
Control (SA)	10:00	Infinite Ammo
Caverns (00)	9:30	RC-P90 x2
Cradle (A)	2:15	Gold PP7
Aztec•	--:--	Laser
Aztec (SA)	9:00	Laser x2
Egypt•	--:--	Golden Gun
Egypt (00)	6:00	All Guns
All missions thru Cradle•	--:--	Magnum

Notes:

DK Mode = enemies have big heads and guns

Fast Mode = you move at high speed

Fast Animation = enemies move at high speed

Slow Animation = enemies move in slow motion

Enemy Rockets = all enemies have rockets

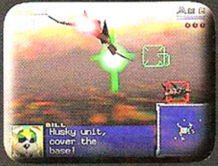
•To enable the Laser, Golden Gun and Magnum cheats, simply complete the specified missions on any difficulty level in any amount of time

Silver and Gold PP7s have no special capabilities

STARFOX 64

Cinema Scenes

One of the coolest features in Star Fox 64 is its beautiful cinema scenes, and you can affect the way they unfold. If you meet up with the characters Bill Grey and/or Katt Monroe at any time during your game, they'll fly in formation with your squadron in some of the scenes at the end of the game. In addition, the scenes at the end of the Katina mission may play out in different ways, depending on three factors: whether or not you destroy the Saucerer carrier, whether or not you destroy any friendly fighters, and, if you do destroy any friendlies, the number of them you shoot down.



BILL
Husky unit,
cover the
base!

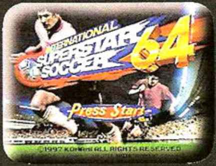
If you don't destroy any friendly craft at Katina...

...the scene at mission's end will change a bit.

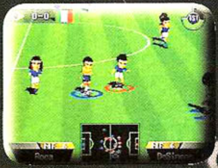
INTERNATIONAL SUPERSTAR SOCCER 64

Big Heads and All-Stars

After our spotlight on the Konami Code last issue, did you doubt that it would make the leap to an N64 game sooner or later? To give all players big heads, go to the title screen and press top C, top C, bottom C, bottom C, left C, right C, left C, right C, B and A. Immediately hold the Z Button and press Start. To enable six All-Star teams, go to the title screen and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B and A. Hold Z and press Start. The All-Stars are available in the Open Game and P. K. modes. If you enter either code correctly, you'll hear the announcer shout.



Enter either code after the words "Press Start" appear.

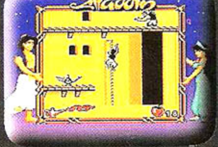


We'd like an order of whatever they've been eating!

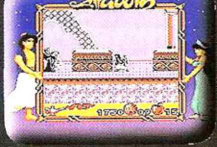
DISNEY'S Aladdin

Stage Skip

This code arrived over the Internet, just about the time Disney's Aladdin for the Game Boy was rereleased. Press Start to pause your game and then press A, B, B, A, A, B, B, and A to skip to the next stage.



This simple code can be used at any time during the game.

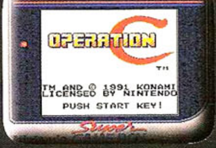


You can skip all the way to the end of the game to face the evil Jaffar.

OPERATION C

10 Extra Lives

Operation C is scheduled for a fall rerelease, so we thought we'd toss out this golden oldie. To start with ten extra lives, go to the title screen and press Up four times, Down four times, Left four times, Right four times, B, A and Start.



OPERATION C
TM
TM AND © 1991 KONAMI
LICENSED BY NINTENDO
PUSH START KEY!

Yes, it's yet another variation on the old Konami Code.

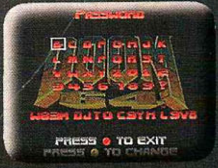
You'll definitely need the extra lives to battle through this classic side-scroller.

DOOM 64

Perilous Passwords

We've already printed various codes for Doom 64, but some players like to do things the old-fashioned way, so here are passwords for the entire game. Let's go, marine! Hoo-rah!

MISSION	PASSWORD
Staging Area	None
The Terraformer	CT5KQBYTSVS?FJK7
Main Engineering	B7P92H6FRHQ0Z??Z
Holding Area	C7BTHJZ2SDZZYDKB
Tech Center	WR5HRTXX5C7DYSPB
Alpha Quadrant	V87NRTZSGCNDN5PB
Research Lab	VR9HRTX55C3PFSPB
Final Outpost	Y9KCR2Z1XDMT6M5B
Even Simpler	YSNQVF0LM61NYB5B
The Bleeding	X8ZQQFXSLF5NPJNB
Terrorcore	5QW3XFXNC73DFHVB
Altar of Pain	4?T3QF04BB1F6JLB
Dark Citadel	4Q5MQKWWBCRXY9VB
Eye of the Storm	3?X4XGR8C7HXMM3B
Dark Entries	3TF4QK00BBXDFFLB
Blood Keep	293MXK1LC8S06C3B
Watch Your Step	2RH4QKWRBCGHYJLB
Spawned Fear	18GMQKWRBCF0PJVB
The Void	VR9MQK24BDM1D9VB
The Spiral	1RB184WC9CKHYK3B
Breakdown	08LK88V07CY0PSVB
Pitfalls	0RNM7HVWBCC2FSVB
Burnt Offerings	Z8QM7HV8BCK26SVB
Unholy Temple	ZRSM7HV4BCH2YSVB
No Escape	Y9K47H1MBC5GPSLB
The Absolution	W83MDJT0C9YHL9VB



Enter these passwords as normal.

With these babies, you'll be armed to the teeth.

DONKEY KONG COUNTRY

Up to 99 Extra Lives

We're a little red-faced for not finding this fantastic code ourselves, but we'd like to thank several intrepid code hunters who sent it to us via our Internet site. To collect up to 99 extra lives in the original DKC, start any stage and lose all your lives. Press Start at the Game Over screen to go back to the demo screen. When you see Cranky Kong, press Down, Y, Down, Down and Y. You'll be taken to a special cave where you can select any bonus stage. Repeat the bonus stages as often as you like and collect up to 99 lives. Press Start and Select to return to your previous game.

Repeat the bonus stages and collect up to 99 lives.

You'll continue where you left off with all the extra lives.

THE LION KING

Stage Skip

Like Disney's Aladdin, The Lion King was rereleased in July by THQ. To skip to the next stage at any time, pause your game and press B, A, A, B, A, and A. Hmmm...Disney movie, Game Boy game, stage skip...do we sense a pattern here?

Press Select to pause and then press B, A, A, B, A and A.

You'll skip ahead faster than you can say Hakuna--nah, we won't go there!

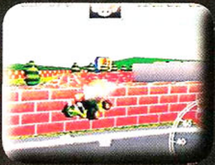
CLASSIFIED INFORMATION

MARIO KART 64

Super Shortcuts

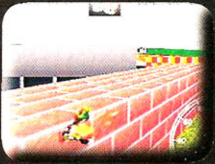
Some of you have been wondering if there are any more tricks for Mario Kart 64, and, indeed, there are a couple of trick shortcuts we can show you.

Mario Raceway 1



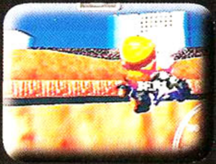
From the Starting line, go past the first two turns and make your way up the hill. Just before the top, turn to the right (toward the wall below) and activate a speed-boosting item, like a Mushroom.

Mario Raceway 2



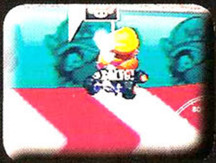
Make sure you're at a right angle to the wall and jump just before you leave the track. With luck, you'll sail right over the wall and shave a huge margin off your lap time!

Wario Stadium 1



It's possible to jump over the left-hand wall (and shave a good 30%-40% off your lap time) on any of the four hills just past the Starting line. Face the wall at a right angle and jump just before you hit it.

Wario Stadium 2



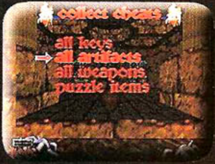
If you make the jump, you can try to cut your lap even shorter. Jump back over the same wall, but aim for a spot just before the Starting line. Cross the line to be credited with a full (but very quick) lap!

HEXEN

More Power Cheats

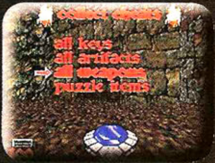
As promised, here are the rest of the Hexen codes. In case you weren't here last issue, we'll start with the Enable Cheat code that must be entered first. Pause your game and press top C, bottom C, left C and right C to make the Cheat Menu appear. Highlight the Cheat Menu and press A to access it. The menu lists two pages of cheats. Highlight "Collect" and press A to see the second page. To activate a cheat, access the menu and enter the appropriate code. Press Start to return to the game. If the cheat you want to activate is on the second page of the menu, go to that page before entering the code.

All Artifacts



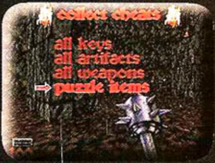
On the second page of the Cheat Menu, press top C, right C, bottom C and top C to activate the All Artifacts cheat. This gives you 25 of each item. Repeat the code at any time to replenish your supplies.

All Weapons



This code will not only give you all weapons, it will also give you a full charge of blue and green mana. On the second page of the Cheat Menu, press right C, top C, bottom C and bottom C.

Puzzle Items



To instantly solve all of the puzzles in the current area, press top C, left C, left C, left C, right C, bottom C and bottom C on the second page of the Cheat Menu. You must repeat this code in each new area.

If you have an awesome trick, password or code for our Classified Information files, drop us a line at the address at right. For access to even more cool codes and tips, check out Nintendo's official web site at www.nintendo.com.

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

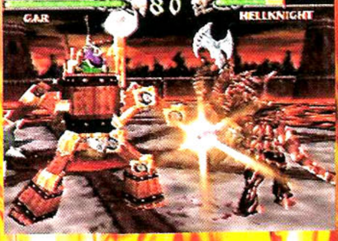
MACE
The Dark Age

Wipe off your blade and get out of the arcades—now you can take the Mace of Tanus home to your N64! Learn the latest moves in our six-page review.

EXECUTIONER
LORD DEIMOS

The Mace of Tanus

In A.D. 1300, the sorcerer Asmodeus created the Mace of Tanus, a magical weapon that grants its wielder immortality and limitless power. While the Mace was created for the purpose of advancing civilization, its magic had a dreadful side effect: anyone who uses the weapon will be addicted to its power. Now the greatest warriors from all corners of the world have drawn together to fight for control of the Mace of Tanus. The winner will challenge Asmodeus for control of the Mace, but a dark question is whispered in every medieval village and castle: Is it possible to defeat the immortal wizard when he has unlimited power?



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A Dark Time

Mace is a weapons-based tournament fighting game with characters and settings that blend themes from the Arabian Nights, medieval fantasy and Far East feudalism. Like many fighting titles, Mace has combo attacks and evasive moves, but the game's detailed, 3-D arenas bring new options and innovations to tournament-style combat.

Combos

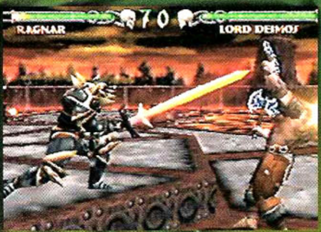
Combos are a series or combination of attacks strung together to keep your opponent reeling. Mace's small combos are easy to learn, but you'll find it challenging to take them beyond ten or twelve hits. Try linking the special attacks listed on the next four pages to create your own special combos.

Evasions

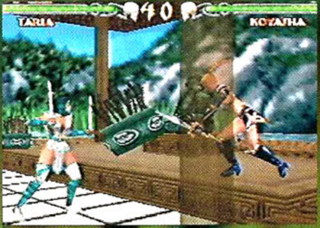
Each warrior in Mace possesses a special Evasion move. Some are special side-stepping moves that let you step out of the way of a charging opponent, but many warriors can combine an Evasion with another move and to initiate a combo counterattack. Use a well-timed Evasion to turn the tide of battle back in your favor.

Hostile Environs

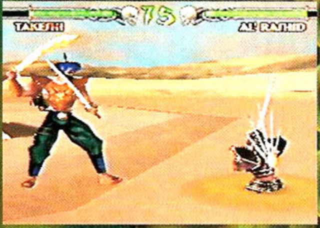
Combat arenas count for more than setting the mood and atmosphere in Mace, and if you don't take advantage of your surroundings, you'll eventually find yourself backed into a narrow corner or slammed up against a post or wall. In addition to mastering the moves of your character, you'll have to learn how to take advantage of the terrain. Establish a height advantage over your foes by defending the highest point in the arena. Try throwing jars at your opponents, or pushing them backwards until they fall into a pool of water—or something worse. Knowing how to use your arena surroundings to your advantage can make the task of defeating a formidable foe a little bit easier.



Mace's developers know that the earth isn't flat. You'll appreciate the tactical advantages available in the assortment of realistic, multi-tiered, arena floors throughout the game.



If your weapon or magical spells can't hurt your opponents, try picking up and hurling a few heavy vases or jars in their direction. Consider using everything in the game as a weapon.



You wouldn't go swimming in a lake during a thunderstorm, so don't let your opponent push you into electrified pools or this quicksand. Leap for dry land if you get bogged down during a battle.

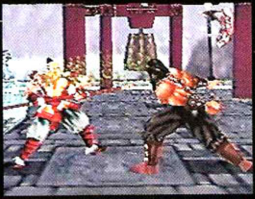
The Challengers

The key to victory is mastering your warrior's special moves. Since Mace lets you configure each command to any controller button, we've introduced each special move according to the name of the individual commands. If you're having difficulty locating a particular command, consult your game's Control Configure Menu.

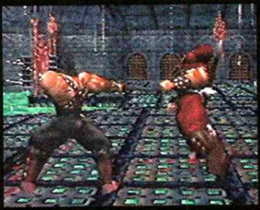
AL RASHID
MASTER ASSASSIN DUELING BLADE FORGED OF THE DESERT WIND

The Executioner

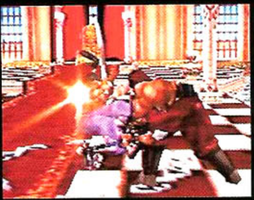
The Executioner thrives on inflicting pain and misery on others. His massive axe is rumored to be a cursed blade that was used on captured Crusaders during the siege of Jerusalem. If he wins, he intends to use the Mace to expand his holdings beyond his island fortress at El Katraz.



The Executioner's nasty breath doubles as a devastating weapon. The Corpse Kiss is a fast projectile attack you can use to keep your opponent at bay. Tap Down, Forward and let loose a Quick Thrust to spray steaming green goo all over your enemy.

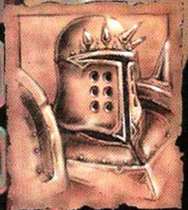


The Hookswing is a lethal uppercut that can lift your opponent up off the floor. Press Back, Down, Forward and use a Strong Thrust to swing your axe around your feet and under your foe. Keep in mind that this attack will leave you vulnerable to Quick Thrusts or projectile attacks.

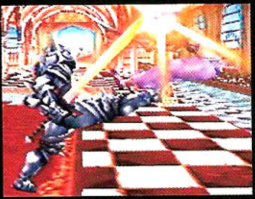


Use the powerful Sweepchop to literally knock your opponents off their feet. Take a step away from your target and tap Forward, Down, Back and execute a Strong Thrust. Continue the attack with a quick series of Strong Thrusts before your victims have a chance to roll away and regain their balance.

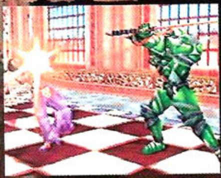
Lord Deimos



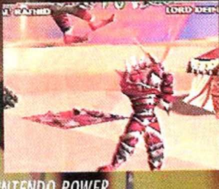
Lord Deimos knows the power of the Mace. Hundreds of years ago he held it high above his head, and the Mace's energy has kept him young and healthy ever since. But from that day forward Deimos has worn a mask, and nobody has lived long enough to see his face.



While Lord Deimos normally kicks with his left boot, the lunging Soul Kick is a powerful stomp from his right. Stand close to your opponent and press Back, Forward and Kick. The impact of the Soul Kick will knock smaller foes flat on their backs.

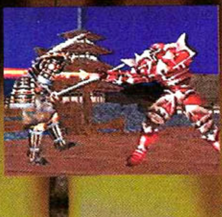


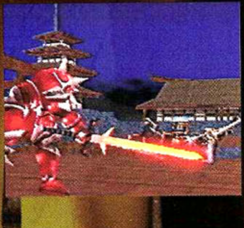
Deimos's Helicopter attack is a two-hit, overhand combo opener. Press Back, Down, Forward and Strong Thrust to pull off the move, then try creating a larger combo by adding the Soul Kick after the Helicopter attack. This move can be tricky, so if you're having difficulty getting Deimos to spin, try switching from the Control Stick to the Control Pad.



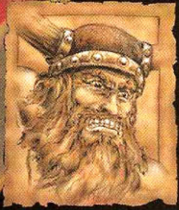
If you Time your Home Run Swings perfectly, you can defeat your foes with three quick blows. The Home Run Swing is one of the easiest special moves in the game—simply press the Quick and Strong Thrust Buttons at the same time. Remember that you'll be vulnerable to a counterattack as you step back and start to swing.

The Mega Thrust is a spearing move that you can modify to hurl lightweight opponents. Hold the Back, Strong Thrust and Quick Thrust buttons at the same time, then release them to execute the Mega Thrust. To hurl your foes behind you, press Quick Thrust again as Deimos draws his sword back at the start of the attack. Your foes will take additional damage if you successfully pull off this move when your back is to a pool of lava, acid or quicksand.

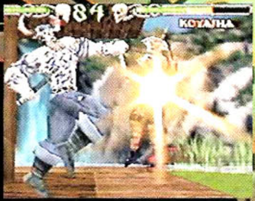




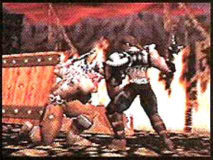
Ragnar



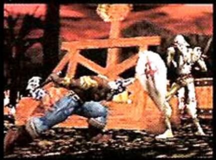
A Viking prince, Ragnar Bloodaxe went berserk after a mysterious army destroyed his kingdom. Consumed by fury and a thirst for revenge, Ragnar has joined the tournament to capture the Mace and restore his past.



Shrieking "Valhalla!" Ragnar will lift up his foes on his axes as he spins into the Valhalla Sweep. Press Back, Down, Forward and Strong Thrust to execute this connectable combo.

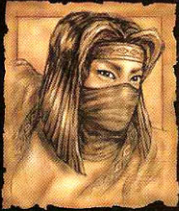


Use the Rolling Uppercut to somersault beneath your opponent and start a devastating juggling act. Hold Back for a moment, then press Forward and release a Kick. If you're fast with your fingers, you can follow up with Ragnar's Head Rush move.

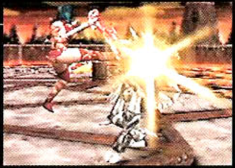


The Head Rush is another attack that you can use to juggle hapless opponents. Press Back, Quick Thrust and Strong Thrust at the same moment to make Ragnar charge like a raging bull and fling your foe skyward. Slide forward and use the move again before your opponents hit the ground.

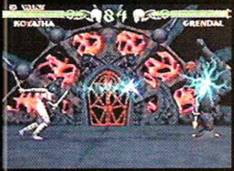
Koyasha



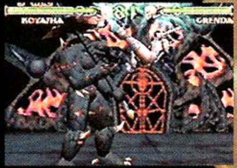
Years ago Koyasha embarked on a quest to test her skills against the best fighters in the land. As she traveled, she heard about Al-Rashid and judged him a worthy opponent. The young ninja has joined the tournament to fight Al-Rashid and the other contestants.



Koyasha's hopping Spin Kick is more realistic than the typical gravity-defying roundhouse kicks you may have seen in other fighting games. Step towards your opponent and press Down, Forward and Kick. Keep repeating the move until you have a four-hit combo.

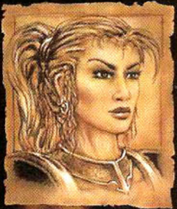


You'll need room to cast Koyasha's Electro Shuriken spell. Step away from your opponent and press Down, Forward and Quick Thrust. To add a second electrifying bolt to your attack, wait until Koyasha kneels and begins to unleash her spell, then press Quick Thrust a second time.

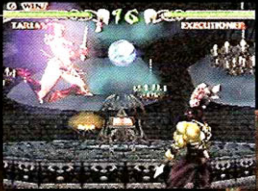


Use the Heel Drop to deliver a splitting headache. Koyasha will do a handstand and cartwheel down on her victims when you tap Forward, Down, Back and Kick. This attack is effective against cowardly foes who like to "turtle," or crouch down and hide behind their shields.

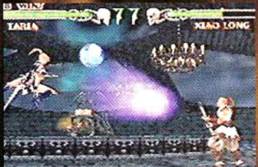
Taria



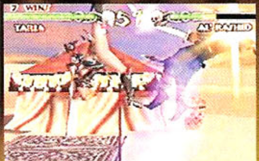
Born under a dark moon, Taria is a fearsome sorceress. The Seers of Iberia prophesied that Taria would destroy Asmodeus, so the wizard demanded that Taria's father turn the newborn over to him. Taria's father gave him her brother instead. Now Taria is out for revenge.



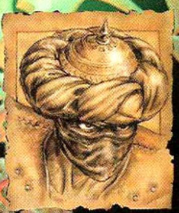
The Blade Geyser is a deceptive leaping sword attack. Press Forward, Down and Quick Thrust to launch Taria high above your opponent. She'll spin around before lunging toward her victims, slashing out at them as her heels touch the ground.



Are you aiming for a perfect score? Try using Taria's Fireball spell on your opponents. If you can keep pressing Down, Forward and Quick Thrust fast enough, you'll defeat your foes before they have a chance to lift their weapons. You can even cast this spell while leaping through the air.



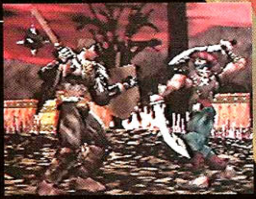
Taria's Flip Kick is nearly identical to Kyosha's Heel Drop, but Kyosha's attack rolls forward while Taria flips backward. Allow room for the back flip by moving close to your opponent before you press Down, Forward and Kick.



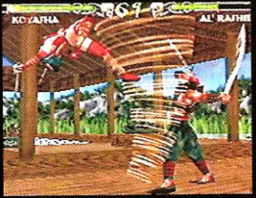
Al-Rasid

Considered one of the most dangerous men to walk the earth, Al-Rasid is the son of Khalid, the King of Assassins. Al-Rasid has been offered a mountain of gold for capturing the Mace, but he probably intends to keep the weapon for himself.

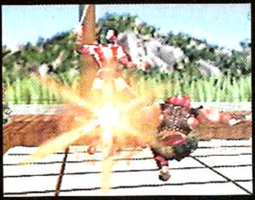
Al-Rasid's Block Attack is one of the most simple and practical moves in the game. This move blocks your foes' attacks, then inflicts a devastating chop after your parry. Press Back and Strong Thrust at the same time.

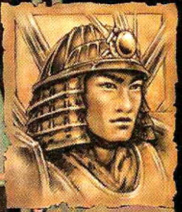


Mastering the Blade Tornado demands practice and concentration. Since this spell requires both time and space to execute, move away from your opponents before you tap Forward, Down, Back and Strong Thrust. This spell will release a whirling twister that will spin forward and throw your foes to the winds.



The Sand Devil attack is arguably one of the easiest five-hit combos in the game. Hold the Strong Thrust Button for a few moments, then release it. The longer you hold the button, the longer Al-Rasid will spin into your opponent.

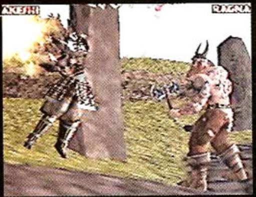




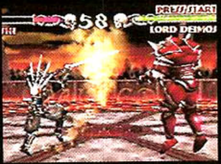
Takeshi

Takeshi is a Samurai and the second son of a wealthy Japanese family. His older brother Ichiro. journeyed to the West to study under Asmodeus, but when he returned, the subverted brother disgraced his family. Takeshi has come to the West to restore his family's honor.

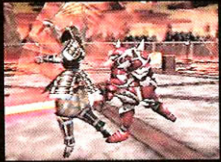
Nothing can hold back the blazing assault of the Steel Waterfall. Press Forward, Down, Back and Strong Thrust to break your opponent. Like the Flipping Uppercut, the Steel Waterfall can be used to start a combo.

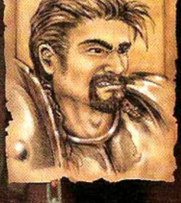


The Flipping Uppercut is a devastating blow that will blast your foes nearly out of their boots. Hold Back for a moment, then press Down, Forward and Strong Thrust. Takeshi's blade will blur as he surges toward his victim.



The Zen Dodge is an evasive move that turns the tables on your charging opponent. As your foes attack, press the Evade and Strong Thrust Buttons at the same time. Takeshi will spin and hit your foes in the back.

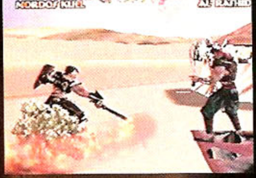


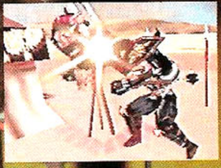


Mordus Kull

When Mordus was a child, his gypsy family was murdered by Asmodeus's mercenaries. Impressed by Kull's fighting skill, the mercenaries offered to spare his life if he joined them. Nobody knows if Mordus Kull is fighting for the Mace or to avenge his family's death.

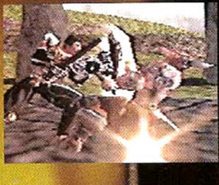
Unleash a scorching uppercut with Kull's magical Dragon Strike attack. Since the preparation for this move exposes you to a counterblow, edge away from your opponents before you rapidly press Forward, Down, Forward and Strong Thrust.

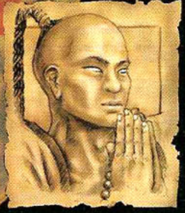




Both the Block-High, Go Low and Block-Low, Go High attacks are classic medieval battlefield moves that let you block and strike your opponents at the same time. To Block-High, press Forward, Down, Back and Quick Thrust. To Block-Low, execute the same move but change the Quick Thrust to a Strong Thrust: Tap Forward, Down, Back and Strong Thrust.

In close quarters the Shield Rush might look like a projectile move, but it's actually a charging attack. This move electrifies Kull's shield as he presses it forward against his opponents. Slide close to your opponent and quickly press Back, Forward and Strong Thrust. Try linking this move with the Dragon Strike to unleash a nasty combo.

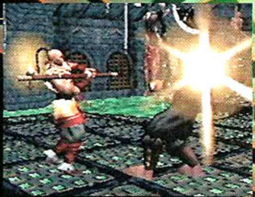




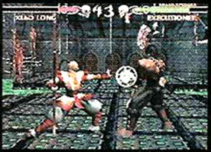
Xiao Long

Xiao Long's father is Genghis Kahn, but Kahn disowned him and burned out his eyes when Xiao refused to execute a man. Raised by monks, Long learned to fight using his other senses. He believes that the Mace embodies all evil.

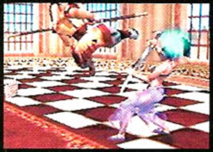
The One Thousand Staffs attack is Xiao Long's easiest four-hit combo. Press and hold the Strong Thrust Button, then release it and start walking into your reeling opponent.



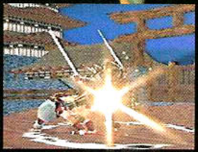
Xiao Long isn't as nimble or fast as most warriors, but he can paralyze his opponents with the Mystic Orb spell. Hold Back for several seconds, then quickly press Forward and Strong Thrust. If the orb is fully charged, it will suspend your foes in the air long enough for you to unleash another attack.

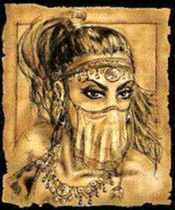


Xiao's Flying Kick is a roundhouse kick similar to Koyasha's Spin Kick, except he isn't limber enough to stretch the attack out into a three-hit combo. To fly at your foes, press Back, Down, Forward and Kick. Then try linking this move with the Low-High attack.



The two-hit Low-High combo is a low foot sweep followed by a high, arcing quarterstaff chop. To execute the move, quickly press Forward, Down, Back and Strong Thrust as you slide towards your opponents.

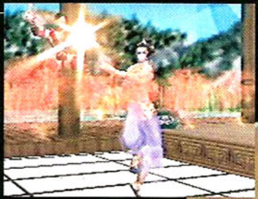


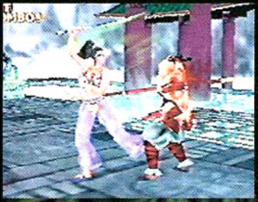


Namira

Scimitar-savvy Namira is a warrior searching for her past. Driven by visions of living in a royal family, she fled her homeland to seek the truth. Are the visions memories? Asmodeus promises to reveal all if she wins the Mace.

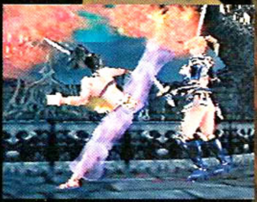
The Dervish Twirl is a quick attack that forces your opponents to crouch and duck or beat a hasty retreat. Move toward your foes and press Quick Thrust, Strong Thrust and Kick at the same time.





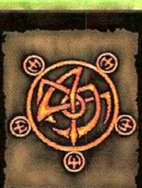
The Spin Left and Spin Right are simple, slashing three-hit combos that can be linked to special attacks like the Dervish Twirl. To Spin Left, press Back and Quick Thrust, then add another Quick Thrust to spin again. To Spin Right, press Back and Strong Thrust, then, like the Spin Left move, add another Strong Thrust to give it an additional go-around.

Namira's Heel Drop is very similar to Kyosha's Heel Drop in style and purpose. Use it to dispatch cowardly, crouching opponents. Move towards your foes and Tap Back, Forward, and Kick to bring Namira's bare foot crashing down on their heads. Add a Low-Thrust while your dazed opponents are the reeling by simultaneously pressing the Strong Thrust and Kick buttons.

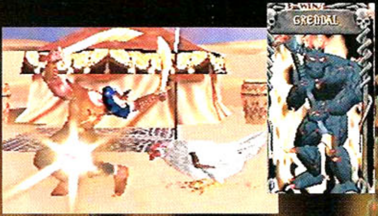


Darker Secrets

Tournament fighting fans know that a good game is stuffed with hidden codes and secrets, and Mace is crammed with special moves like Executions, Counterattacks and extra characters, including Pojo, the magical fighting chicken. You think fighting a chicken is funny? We'll see who the yolk is on when Pojo is finished with you. Look for more Mace secrets in upcoming issues of Nintendo Power.

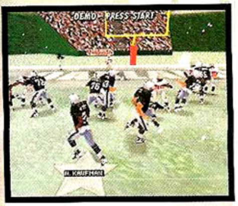


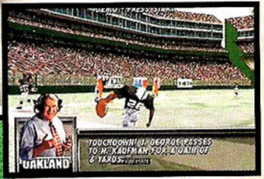
You'll need to defeat Grendal before you can break this magical seal and challenge Asmodeus for the Mace of Tanus.



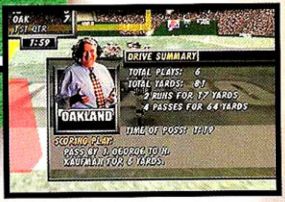
Rumors persist that Pojo the Chicken was a warrior in the tournament until Taria turned him into a chicken. This big bird has some fowl special attacks. Execute his Big Kick by quickly tapping Back, Forward and Kick. Launch an Air Egg by flapping up into the air and simultaneously pressing the Quick and Strong Thrust Buttons.

MADDEN 64™

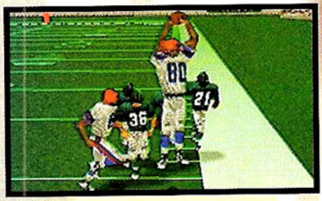




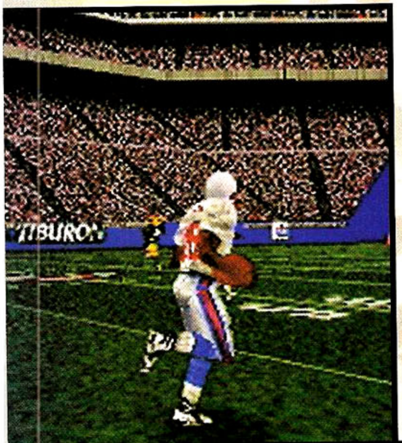
TOUCHDOWN! J. GEORGE PASSES TO H. KAUFMAN FOR A GAIN OF 6 YARDS.

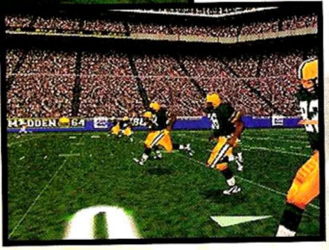


DRIVE SUMMARY
TOTAL PLAYS: 6
TOTAL YARDS: 81
2 RUNS FOR 17 YARDS
4 PASSES FOR 64 YARDS
TIME OF POSS: 1:19
SCORING PLAY:
PASS BY J. GEORGE TO H. KAUFMAN FOR 6 YARDS.



Madden 64 came at us out of nowhere with all the force of a 250-pound linebacker. Read on to find out why we think this Pak could be the cure for video football's "been there, done that" blues.

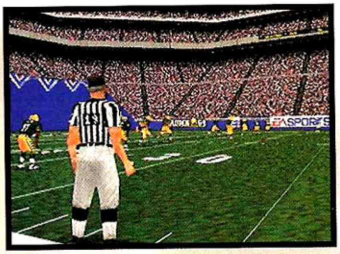




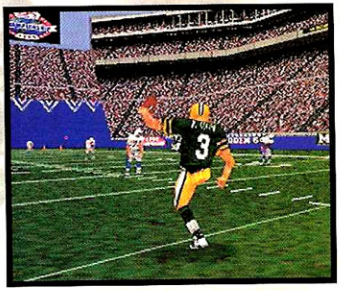
The small sprites of past Madden games have been replaced with big, beefy polygons. These guys mean business!

Back in 1991, EA Sports hit on a winning formula with John Madden's Football for the Super NES, combining great control with a huge playbook. The game's success spawned a series of popular annual sequels. New versions offered updated rosters and expanded options, but they all retained the same basic look and feel of the original. If sales figures and fan feedback were any indication, most players felt that the similarities made the sequels accessible, and they were happy with the yearly tweaks.

For critics, however, the familiarity began to breed contempt, and they clamored for more innovation in the series. Now Madden 64 is being prepared for release this fall, and from what we saw of a prototype version, we think the naysayers will have to give this top draft pick a thorough tryout.

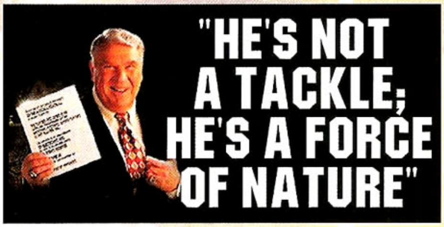


Game views will be a lot tighter than in past Madden games, making for a much more intense, in-your-face experience.



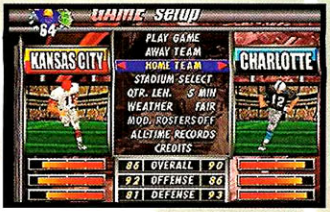
MADDEN TO THE 64TH

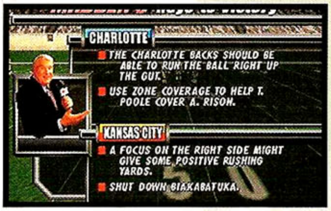
Once the Madden 64 prototype arrived, we immediately set up training camp in a corner of our offices and started putting the rookie through its paces. As expected, much about this Pak felt very familiar, but with the power of the N64 behind it, every aspect of game play and play control was vastly upgraded over anything any past Madden turf burner could offer. Gone were the small sprite-based players, replaced with big, beefy polygons. Though they pixelated a tad at close range, the figures were well animated, and the 3-D action flowed very smoothly. Game views were much tighter than in previous Madden titles, making us feel as if we were watching from a point right above the scrimmage line rather than squinting from the backseat of the Goodyear blimp. Once the ball was hiked, the camera panned and zoomed with all the finesse of a network pro, giving us the optimum view of the unfolding play. If a play was particularly good, the computer would activate an instant replay, the camera usually swooping dramatically above and around the charging players. Even better was the incredible "helmet-cam" view, which replayed the action from the perspective of whoever made a big contribution or a hideous mistake on the play. Of course, the N64 controller's analog stick gave us complete, progressive control over a player's movement and speed, and lots of controller buttons meant lots of special moves, like charging, jumping and stiff arming. To top it off, broadcast legend Pat Summerall provided the real-time commentary, while John Madden himself tossed out his oh-so-quotable "Maddenisms" between downs.



"HE'S NOT A TACKLE; HE'S A FORCE OF NATURE"

All of these technological enhancements were folded into the usual Madden mix—real NFL players, a humungous playbook, adjustable weather conditions and multiple game modes for up to four players simultaneously—designed exclusively as part of the Madden 64 game plan. Subtle but significant aspects of the game's design will add new depth and realism to the action on and off the field.


GAME SETUP
64
KANSAS CITY
CHARLOTTE
PLAY GAME
AWAY TEAM
HOME TEAM
STADIUM SELECT
QTR. LEN. 5 MIN
WEATHER FAIR
MOD. ROSTERS OFF
ALL-TIME RECORDS
CREDITS
86 OVERALL 90
92 OFFENSE 86
81 DEFENSE 93



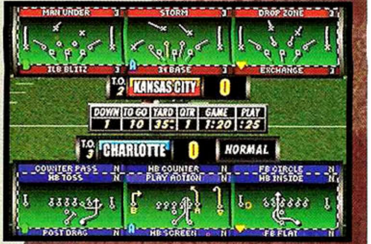
CHARLOTTE

- THE CHARLOTTE BACKS SHOULD BE ABLE TO RUN THE BALL RIGHT UP THE GUT.
- USE ZONE COVERAGE TO HELP T. POOLE COVER A. RISON.

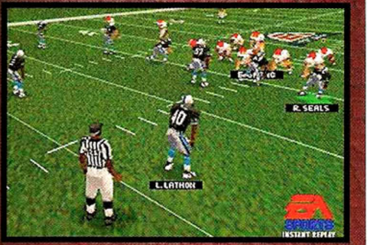
KANSAS CITY

- A FOCUS ON THE RIGHT SIDE MIGHT GIVE SOME POSITIVE RUSHING YARDS.
- SHUT DOWN BIAKABATUKA.

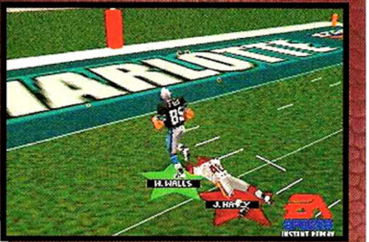
Broadcast legend Pat Summerall will provide the real-time play-by-play, while John himself will dispense his unique wit and wisdom.


MAN UNDER
STORM
DROP ZONE
ILB BLITZ
34 BASE
EXCHANGE
T.O. 2 KANSAS CITY 0
DOWN 1
TO GO 10
YARD 35
QTR 1
GAME 1:20
PLAY :25
T.O. 3 CHARLOTTE 0
NORMAL
COUNTER PASS
HB COUNTER
FB CIRCLE
HB TOSS
PLAY ACTION
HB INSIDE
POST DRAG
HB SCREEN
FB FLAT

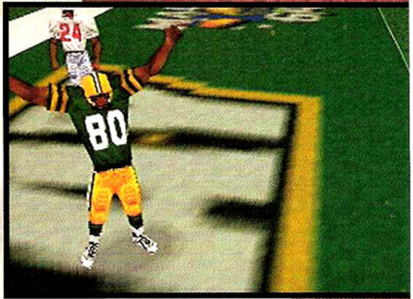
One feature that has not changed from previous games is the humungous playbook. Offensive and defensive options abound.

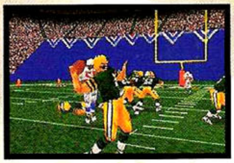

R. SEALS
L. LATHON
EA SPORTS
INSTANT REPLAY

The instant replay feature will allow you to view the gridiron action from any angle and distance, and at multiple speeds.


H. WALLS
EA SPORTS
INSTANT REPLAY

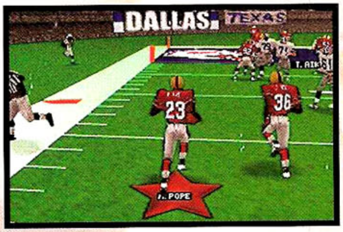
Without an NFL team license, Madden 64 will label teams by city. It will have real NFL players, however.



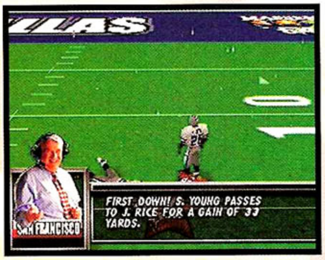


TEAM SPIRIT

Football is, by definition, a team sport, but in past games, video football players could usually find success on the field by focusing on two or three key players or positions. Not so with Madden 64. While it won't be too difficult to win Exhibition games with most any team, Season play will demand that you keep an eye on all your players and use the Front Office options, like creating, releasing and trading players, to build and maintain a winning squad. It won't matter, for example, if you have a Steve Young or a John Elway on your team; if your defensive men can't hold the line of scrimmage, chances are your quarterback will spend more time getting sacked than completing passes. You'll also have to pay at least some attention to your bench, or you may risk the same sort of disaster that befell us in Week 16 of our first Season: both our starting quarterback and our best wide receiver were injured in the same game. With no viable back-ups for either of them, our playoff hopes quickly went down in flames! The next time around, we spent a lot more time juggling the roster and the salary cap, while keeping a close watch on the trading deadline.



Of course, all this Front Office maneuvering won't mean a thing if you can't maneuver your troops effectively on the field. As we continued with our extended play test, we found that the game's AI wasn't about to let us get away with too many cheap offensive tricks or third down Hail Mary passes, especially in Tournament or Season play. We had to be creative and unpredictable to score consistently, and if a surprise play worked once, it often didn't on the second or third try. On the flip side, the computer turned out to be better offensively than we had anticipated, and a few bonehead defensive calls on our part led to more than one third quarter emergency!

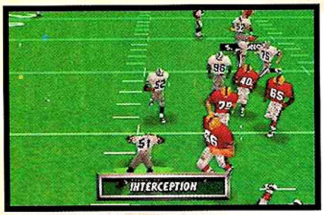


FIRST DOWN! S. YOUNG PASSES TO J. RICE FOR A GAIN OF 33 YARDS.

The emphasis here is on realistic play and realistic player performance. Even a guy like, say, Steve Young, can have an off day. Sometimes he'll make those big passes, and sometimes, just sometimes, he'll get picked off.

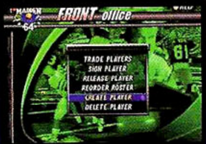
S. YOUNG
MEASURING...

C. DOLEMAN
AIKMAN

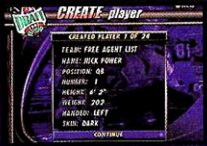


THE MAKING OF A STAR

Madden 64 will allow you to create players for any one of 23 field positions, from quarterback to tight end to running back and more. You'll be allowed to set a player's primary stats, and his ratings will determine his salary. Among the players we created was quarterback Nick Power, whose phenomenal skills exceeded even those of Steve Young and Troy Aikman, at least on paper. Because Nick was an unproven rookie, he commanded a lesser salary than his veteran cohorts, but he still rated a cool $4.2 million for just one season!

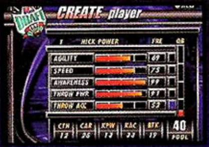


The Front Office will include many management options.



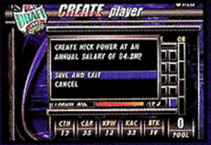
CREATED PLAYER 1 OF 24
TEAM: FREE AGENT LIST
NAME: NICK POWER
POSITION: QB
NUMBER: 1
HEIGHT: 6' 2"
WEIGHT: 202
HANDED: LEFT
SKIN: DARK

You'll be able to set a wide array of player attributes.



1 NICK POWER FRE QB
AGILITY 69
SPEED 75
AWARENESS 99
THROW PWR 91
THROW ACC 53
CTH 12 CAR 26 KPW 13 KAC 33 BTK 19 40 POOL

You'll be given a large pool of skill points to draw from.



CREATE NICK POWER AT AN ANNUAL SALARY OF $4.2M?
SAVE AND EXIT
CANCEL

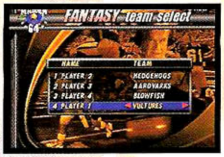
Star power comes with an astronomical salary!

DRAFT PICKS

Even in our prototype game, the players performed according to their stats, and each player had a whopping 15 skill categories in all. To monitor and evaluate our players during a game, we used the manual Instant Replay, which is different from the auto-replay feature governed by the computer. With this option, you'll be able to watch the previous play from any angle, distance and speed (frame-by-frame, if you wish), and you'll even be able to lock the camera onto a particular player. If you want to know who let the opposing team's left tackle through the line on that last play, here's how you find the guilty party!

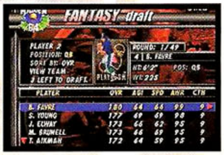
Madden 64 is obviously heading toward the realistic side of the gaming spectrum, but there will be one game mode for all you fantasy/rotisserie football fans. The Fantasy Draft mode will take you through a full, 49-round draft of all the current or soon-to-be free agents without the dreaded salary cap to cramp your style. Up to eight players will then be able to field their chosen squads through a knock-down, drag-out round robin tourney.

By now, it's obvious that we fall squarely into the category of Madden 64 supporters. If you've always been in the Madden "yea" camp, we think this latest installment will only justify your continuing faith in this series. If you're currently in the "nay" camp, we think that this game will have more than enough to make you consider switching to the opposing team. Madden 64 may just end up being your top draft pick!



FANTASY team select

NAME	TEAM
1 PLAYER 2	HEDGEHOGS
2 PLAYER 3	AARDVARKS
3 PLAYER 4	BLOWFISH
4 PLAYER 1	VULTURES

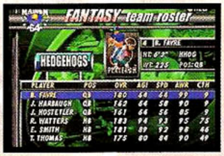


FANTASY draft

PLAYER 2
POSITION: QB
SORT BY: OVR
VIEW TEAM
3 LEFT TO DRAFT

ROUND: 1/49
4 | B. FAVRE
HT: 6'2" POS: QB
WT: 225

PLAYER	OVR	AGI	SPD	AWR	CTH
B. FAVRE	180	64	64	99	9
S. YOUNG	177	69	69	98	9
J. ELWAY	173	66	62	95	9
M. BRUNELL	173	66	69	95	9
T. AIKMAN	172	64	59	95	9

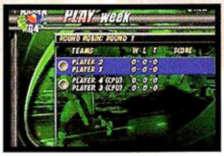


FANTASY team roster

HEDGEHOGS

4 | B. FAVRE
HT: 6'2" HHOG
WT: 225 POS: QB

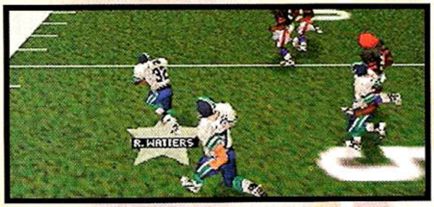
PLAYER	POS	OVR	AGI	SPD	AWR	CTH
B. FAVRE	QB	180	64	64	99	9
J. HARBAUGH	QB	162	64	58	90	9
J. HOSTETLER	QB	161	64	56	85	9
R. WATTERS	HB	183	94	93	95	75
E. SMITH	HB	181	89	92	98	46
T. THOMAS	HB	175	80	84	90	49

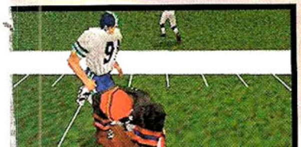


PLAY week

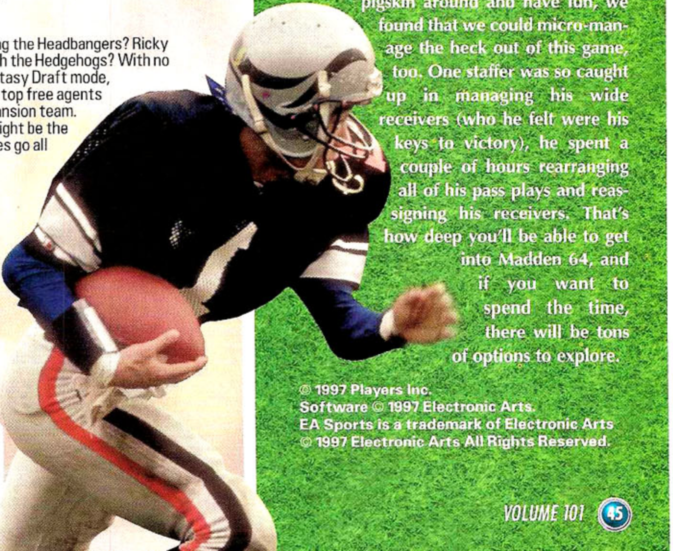
ROUND ROBIN: ROUND 1

TEAMS	W L T	SCORE
PLAYER 2	0-0-0	
PLAYER 1	0-0-0	
PLAYER 4 (CPU)	0-0-0	
PLAYER 3 (CPU)	0-0-0	





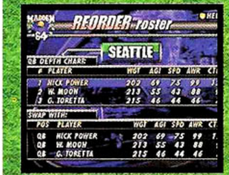
Brett Favre headlining the Headbangers? Ricky Watters running with the Hedgehogs? With no salary cap in the Fantasy Draft mode, you'll be able to sign top free agents to your fantasy expansion team. Who knows? This might be the year that the Vultures go all the way!



THE END ZONE

We spent two weeks on our Madden 64 play test, and we came away mightily impressed. We fielded various combinations of real NFL players and characters we'd created, and we marveled at how shuffling a few positions could affect an entire team dynamic. So, did Nick Power warrant the 4.2 big ones we shelled out? Yes, he did, but he also showed that he was only, well, human. He did make occasional mistakes, and we were glad for that. An infallible player is not only unrealistic, he soon becomes quite boring. Madden 64's solid grounding in realistic situations and performances made our play test an intense, unpredictable and ultimately very satisfying experience.

While it was possible to just toss the pigskin around and have fun, we found that we could micro-manage the heck out of this game, too. One staffer was so caught up in managing his wide receivers (who he felt were his keys to victory), he spent a couple of hours rearranging all of his pass plays and reassigning his receivers. That's how deep you'll be able to get into Madden 64, and if you want to spend the time, there will be tons of options to explore.



REORDER roster

SEATTLE

QB DEPTH CHART

#	PLAYER	WGT	AGI	SPD	AWR
1	NICK POWER	202	69	75	99
2	W. MOON	213	55	43	88
3	G. TORETTA	215	46	44	46

SWAP WITH:

POS	PLAYER	WGT	AGI	SPD	AWR
QB	NICK POWER	202	69	75	99
QB	W. MOON	213	55	43	88
QB	G. TORETTA	215	46	44	46

NY 0
SEA 0
1ST QTR
4:14
NICK POWER
1ST AND 10
:19

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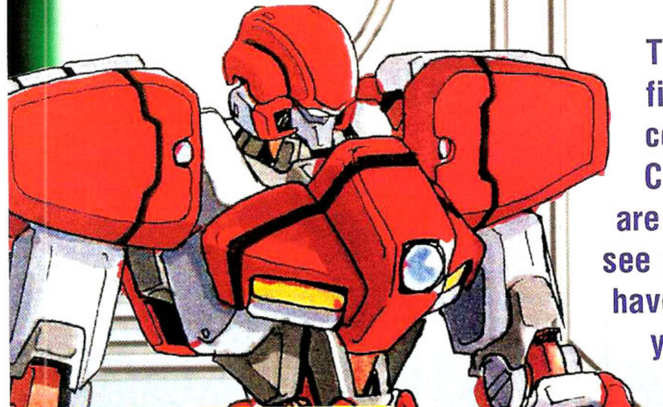
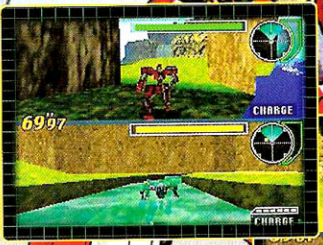
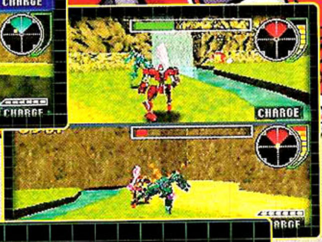
LASTLEGION UX

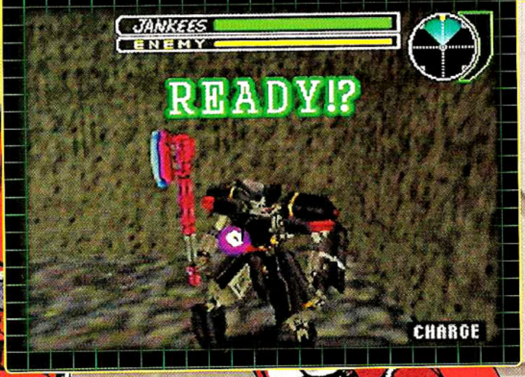
TM & © 1997 Hudson Soft



There are eight Controller configurations in the game: four configurations are for one Controller and the other four are for two Controllers. You won't see all eight options unless you have two Controllers plugged into your system. Two players can also use two Controllers in Live and Let Die Mode.





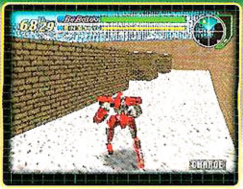


The Last Legion UX FILES

Even Scully and Mulder would be impressed by what's developing at Hudson Soft. Legend has it that a Power Stone, an omnipotent source of power, surfaced in four different worlds of the distant past. In the future, fragments of the stone would be implanted into a legion of mech soldiers. Thirsty for this source of power, the renegade robots of the future would travel back in time to steal the original Power Stone. Remains of mech armor rusting among ancient ruins indicate that the power-hungry robots were not without opposition. It seems that one heroic LastLegion UX robot ventured to the past to prevent its fellow robots from disturbing the original stone and disrupting the balance of the universe. In November, Mindscape plans to expose the entire paranormal conspiracy. In the meantime, we're leaking out some info related to this robotic war that transcends the millennia. Trust no one but us, because the truth is out there.

May the Circle Remain Broken

You may have thought that one-on-one combat games were on their final legs when War Gods staggered into the 3-D arena of the N64. Three-dimensional fighters such as War Gods, Dark Rift and Clay Fighter 631/3 merely hinted at the new possibilities for battles royal. Mindscape's mech combat game, LastLegion UX has set its sights to laser-blast the gladiator genre a few parsecs into the next generation by replacing the circular confines of previous 3-D fighters with fully-navigable free-range motion. Combining the battle mode style of combat from GoldenEye 007 with tournament fighting and interchangeable weaponry, LastLegion UX will allow up to two players to simultaneously hide, seek, search and destroy their opposition. And while the game doesn't support four players like GoldenEye 007's Multiplayer Mode, it does allow solo players to test their metal mettle against the CPU.

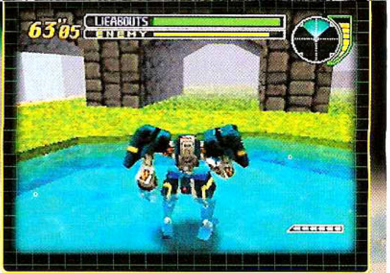


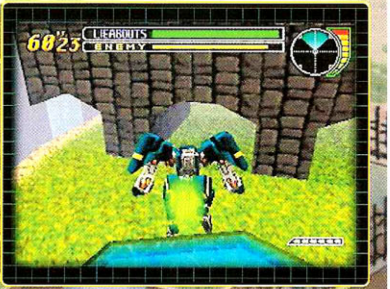
Where the 'bots Are

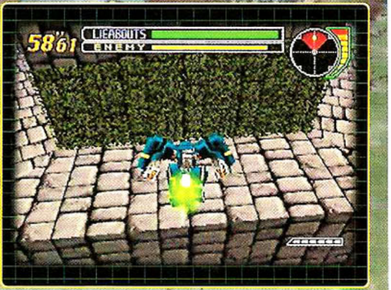
Combatants will be able to pit their robots against nine others (plus one boss robot) in nine different areas (plus one secret stage). Varying terrain and obstacles will supply players with plenty of places to seek refuge or set up ambushes. In the Waterfall stage, players will be able to fly up to any of the terraced mountainside's three levels, or they can mount an attack from inside the cave or river trench. From atop the Floating Castle's roofless embattlement, ruthless robo-fighters can get the drop on opponents by hovering over the top of the tower to waylay their unsuspecting victims in the room below. The diversity of each environment will force players to devise new strategies and fighting techniques depending on whether they're in the such locales as the wide open spaces of the Mortar Site or the lava-filled trenches of the Volcano. Other areas will have players fighting their way through water, quicksand, labyrinths and unpredictable geysers that can suddenly catapult a robot into the air.

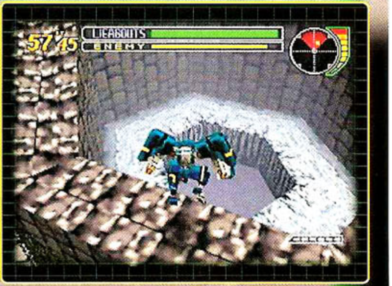
The Last Legion UX FILES

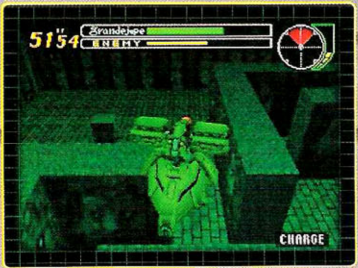
This isn't some paranoid anti-automation theory about robots taking over the world. Mysterious photos of the mechs have surfaced, and we believe they've come from the Federation of the Future. Apparently the LastLegion's future warriors fought for the Power Stones in ten different areas on four different worlds of land, fire, air and water. Each mech, possessing unique traits, was able to preside over the area which best suited its abilities. Lieabouts, the strongest of the mechs, easily made its home in the Fire Circle, where it could effortlessly maneuver through the region's viscous quicksand. Deep inside the Volcano, the hovering NL-FT-PP could avoid getting burned by flying above the lava rivers. In the Deep Temple leagues beneath the sea, Amphibian could vault over the maze walls despite the depths' tremendous pressure.



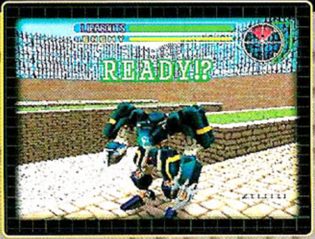




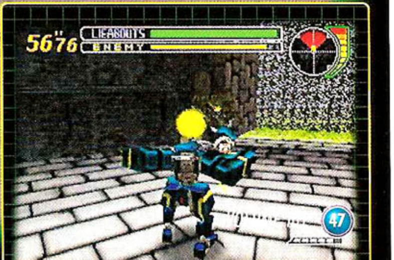




LastLegion UX will provide players with many obstacles that can serve as hiding places. Of course, what is one person's hiding place may be another's ambush spot.



As in the battle modes of Star Fox 64 and GoldenEye 007, players will be able to stalk their victims through areas that are fully explorable.



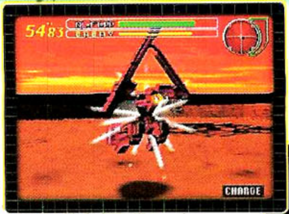
The Last Legion UX FILES

We've uncovered three classes of robots that were battling for possession of the Power Stones. The Humanoids were the only mechs that could use shields, while Amphibians were unaffected by water and Floaters had quick airborne evasive maneuvers. Despite their advantages, Bebaion apparently found weaknesses in the others' attacks, because the red robot left a trail of mech wreckage during its quest to win back the Power Stones. After nine battles, Bebaion would almost meet its final rusting place while battling the giant revolving mech in the Underground. Hoarding the Power Stones in its desolate lair, the Rendezvouz mech would radiate lasers in every direction to give Bebaion its greatest fight.

Tooling Your Terminator

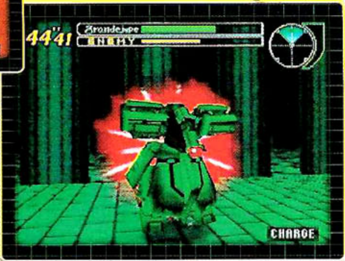
Players begin the game fighting only as Bebaion, the robot with the most well-rounded abilities. While other robots may have been built for close-range sparring or trudging through lava, players will be able to use them in LastLegion UX's Story Mode only after they have won the game. (Players will have their choice of mechs, however, in the single round, two-player or CPU matchups.)

But before the sparks can fly in combat, players must outfit Bebaion with a weapon and a shield. Each robot, weapon and shield is unique, and with each of their individual benefits also come their tradeoffs. Some robots are equally strong in both long- and close-range combat, but they are unable to use shields. And while heavy-duty weapons can pack an industrial-strength wallop, they're also slow to recharge and will inhibit your mobility.



54"83
ENEMY
CHARGE

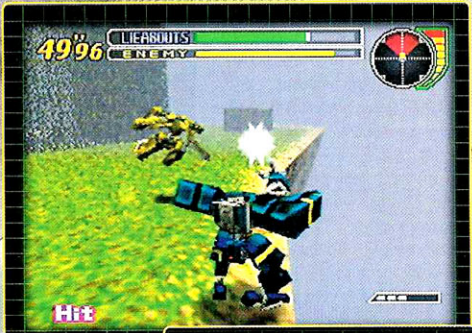
The Power Stone is the source of each robot's most devastating attack. Once your Power Meter is fully charged (taking anywhere from 20 to 36 seconds depending on the robot), you can blast out your unique Power Stone attack to belt out damage that will drain 25 to 30% of your foe's energy.



44"41
Grandejupe
ENEMY
CHARGE

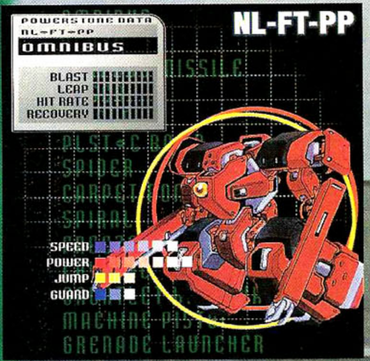
The Power of the Stones

LastLegion UX's game play foregoes the use of elaborately-activated combos (if you're controlling one of the select few robots, you may be able to initiate its combo simply by repeatedly tapping the same button). Rather than basing game play on intricate button-slamming, players must rely upon their wits and strategic planning. The spare, virtually non-existent use of combos makes LastLegion UX fair game for accomplished and less experienced gamers alike. With the odds somewhat evened or not, LastLegion UX will challenge players by requiring them to recover all of the Power Stones. At the heart of every robot glows its life-giving Power Stone. If a player manages to deftly grab the Power Stone from the robot, the highly difficult maneuver will pay off with an automatic victory. Otherwise, iron-willed gamers must gradually weaken their competition through tenacious and persistent assaults. Victory from this attack plan won't win a Power Stone, but it will nevertheless win the round.

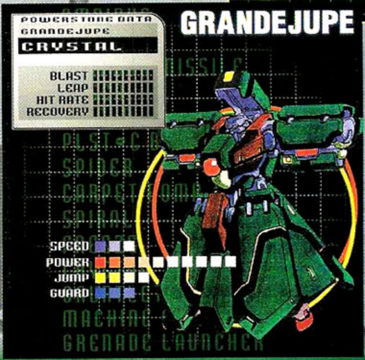


49"96
LIEABOUTS
ENEMY
Hit

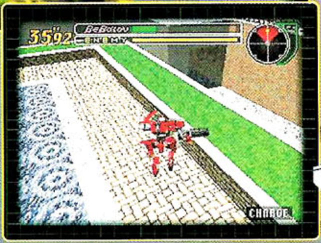
You can arm some robots with shields, and you can arm all with a projectile weapon, ranging from laser sabers to machine guns. The robots also have their own special, built-in weapons, such as homing missiles or grenade-launchers.



NL-FT-PP
POWERSTONE DATA
NL-FT-PP
OMNIBUS
BLAST
LEAP
HIT RATE
RECOVERY
MISSILE
SPIDER
SPIRAL
SPEED
POWER
JUMP
GUARD
MACHINE PISTOL
GRENADE LAUNCHER



GRANDEJUPE
POWERSTONE DATA
GRANDEJUPE
CRYSTAL
BLAST
LEAP
HIT RATE
RECOVERY
SPIDER
SPIRAL
SPEED
POWER
JUMP
GUARD
GRENADE LAUNCHER



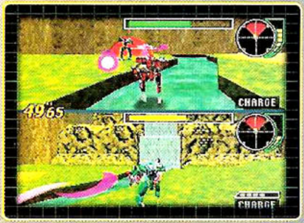
35"92
BeBaion
ENEMY
CHARGE

Bebaion is the game's hero. The humanoid robot may not be quick underwater or physically strong, but the mech's average qualities make it the most well-rounded of the LastLegion UX roster.

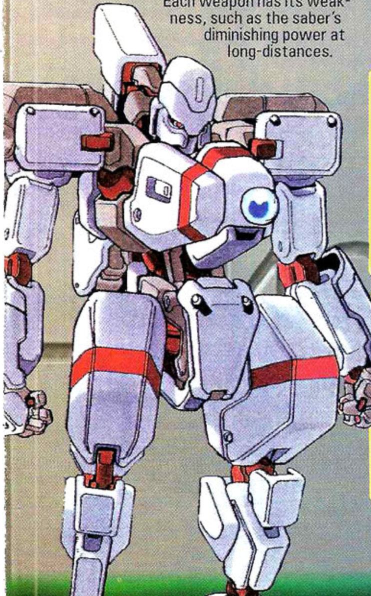
Rock 'Em, Sock 'Em Robots

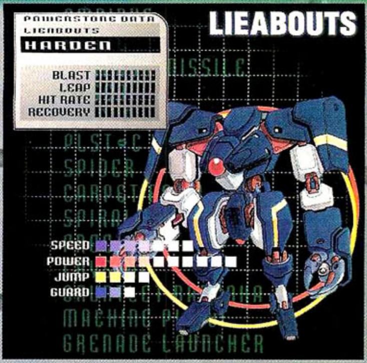
Hudson Soft is designing the Rumble Pak-compatible game around the "hide and attack" tactics of multiplayer battle modes. However, with LastLegion UX, you don't need two players to tango. Instead, one player can go toe-to-toe against the CPU. Story Mode is also dedicated to the lone wolf, requiring players to beat robot after robot until they reach the mysterious, Power Stone-hungry boss robot.

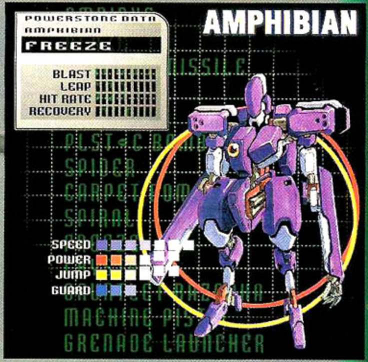
What will most likely keep players plugged into LastLegion UX is its Two-Player Mode, in which gamers face off in a split-screen standoff. Like One-Player Mode, Two-Player Mode will allow gamers to arm their choice of robots in their choice of arenas. The eight selectable environments are the same as in the One-Player and Story Modes, except for the Floating Castle, which is redesigned into a more confrontational arrangement.


CHARGE
49"65
CHARGE

Each weapon has its weakness, such as the saber's diminishing power at long-distances.

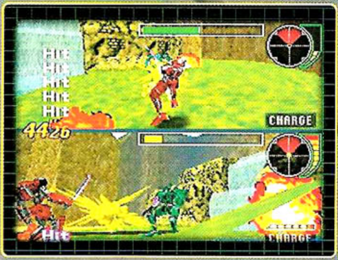



LIEABOUTS
POWERSTONE DATA
LIEABOUTS
HARDEN
BLAST
LEAP
HIT RATE
RECOVERY
MISSILE
PLASMA
SPIDER
CARPET
SPIRAL
SPEED
POWER
JUMP
GUARD
MACHINE PI
GRENADE LAUNCHER

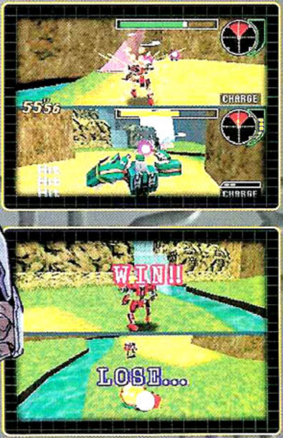

AMPHIBIAN
POWERSTONE DATA
AMPHIBIAN
FREEZE
BLAST
LEAP
HIT RATE
RECOVERY
MISSILE
PLASMA
SPIDER
CARPET BOMB
SPIRAL
SPEED
POWER
JUMP
GUARD
MACHINE PIS
GRENADE LAUNCHER

The Cyber Setup

Players can enter combat with the clock on or off, and they can also choose to split the screen vertically or horizontally anytime during the game depending on which setup they feel provides the best vantage point. To make hiding, seeking and especially ambushing more challenging, players can enter the arenas without the help of their radars. Without knowledge of their opponent's whereabouts, players will find themselves aimlessly and cluelessly wandering mazes. Even more trying will be finding the opportunity to close in on their enemies to steal the Power Stone. While character AI is quite sly and merciless, outsmarting friends in a two player face-off always seems to be the most fun, and LastLegion UX's array of weapons, landscapes and fighting styles promises to keep it fun.


Hit
Hit
Hit
Hit
Hit
44"26
CHARGE
Hit
CHARGE

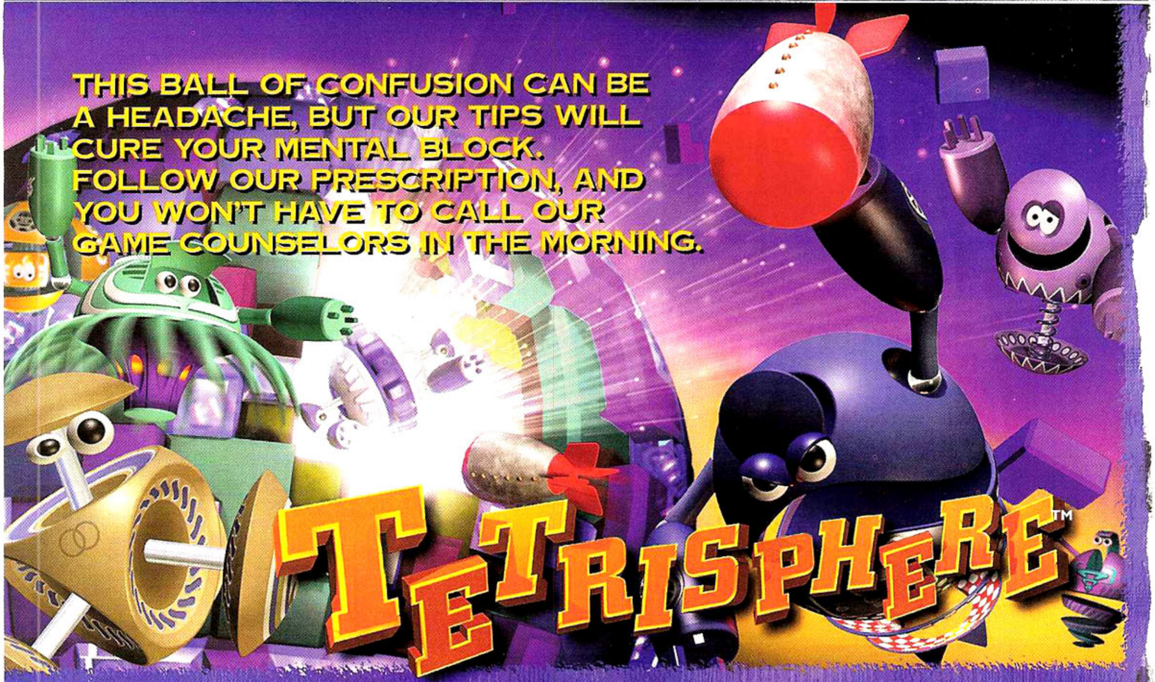
LastLegion UX will keep the hits rolling and rumbling. The game supports the Rumble Pak, so you'll share the impact that your mech endures from every hit of a laser blast or lead foot.


CHARGE
55"56
Hit
Hit
Hit
CHARGE
WIN!!
LOSE...

In Two-Player Mode, players battle to the finish in a split-screen view.

The Last Legion UX FILES

Scientists deny the existence of the Power Stones. The LastLegion UX robot autopsy seems to indicate otherwise. The Power Stone planted in each robot's chest energized each mech. When fully-charged, the stone allowed them to execute a special attack, such as NL-FT-PP's spiraling laserfire from its Omnibus assault. By snatching all eight robots' Power Stones, Bebaion could use the stones as a key to reach the most elusive mech, the Bomb Baron, in its secret lair. Call it a government cover-up if you will, but we can't determine whether or not Bebaion survived the battle and recovered the Power Stones. Perhaps you should make your own conclusion to the Story Mode of LastLegion UX when Mindscape unleashes the full story late this fall.

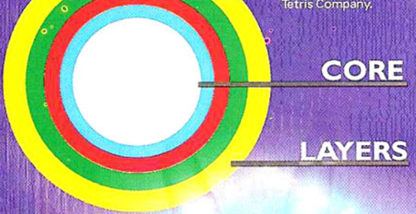


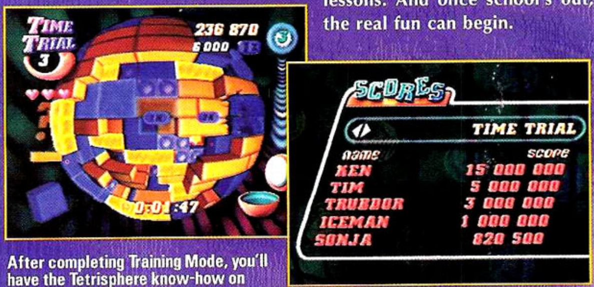
THIS BALL OF CONFUSION CAN BE A HEADACHE, BUT OUR TIPS WILL CURE YOUR MENTAL BLOCK. FOLLOW OUR PRESCRIPTION, AND YOU WON'T HAVE TO CALL OUR GAME COUNSELORS IN THE MORNING.

BEING A BLOCKBUSTER

© 1997 Nintendo. Game design by H20 Entertainment Corp. Tetris licensed to Nintendo by the Tetris Company.

Puzzled? Peeling away every perplexing layer from the Tetrisphere can leave any gamer feeling like a blockhead. What do you expect when a game rolls up a handful of Tetris fields into a big wad of multi-layered puzzle-solving? Each Tetrisphere is like an onion—the puzzle pieces cover each globe layer upon layer, and trying to reach the core by stripping away these layers can definitely bring tears to your eyes. That is, unless you're in the inner circle of Tetrisphere phenoms. To prepare for your journey to the center of the sphere, you'll have to master maximizing your X Count, completing combos and producing Power Pieces. Training Mode might sound like a drag, but it'll teach you valuable lessons. And once school's out, the real fun can begin.



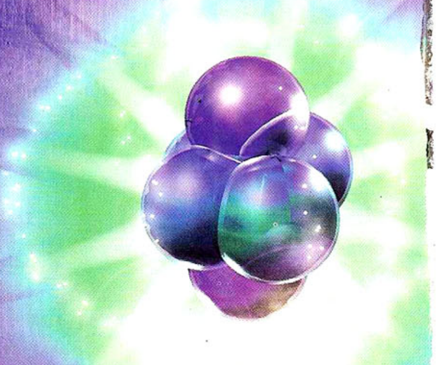


SCORES

TIME TRIAL

name	score
KEN	15 000 000
TIM	5 000 000
TRUBDOR	3 000 000
ICEMAN	1 000 000
SONJA	820 500

After completing Training Mode, you'll have the Tetrisphere know-how on becoming a high scorer. No offense to your teacher, Wheels, but Training Mode is just a crash course, so we'll go more in-depth to teach you how to make the fast breaks and bust more blocks for your buck. By quickly recognizing combo and Power Piece opportunities, you'll become a pro at beating the clock and rescuing the 'bot.



WEAPONS

Tetrisphere may be a thinking person's game, but we're sure hat even Einstein enjoyed a little fireworks between problems. Using the explosive weapons in your arsenal of Magic s the quickest way to decimate a large area of your sphere. When you remove 20 or more blocks in a single turn, you'll earn Magic. By performing another combo to remove 20 pieces or more, you can upgrade the weapon you have.

Firecracker

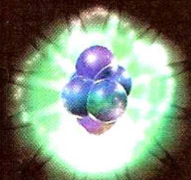
The Firecracker is the first item of Magic you earn, and it's also one of the weakest. Cast your Shadow on the area you want to destroy, then tap the bottom C Button to launch your Firecracker at it. When your Magic collides with the sphere, it will blow up a small area of blocks.

Dynamite

Like the Firecracker, the Bundle o' Dynamite will quickly destroy a small section of blocks. However, when you detonate the explosion, the blast will spare the small area where you have placed your Shadow, while a single layer of the surrounding pieces will be obliterated.

Electro Magnet

The Electro Magnet is the first of your Magic items that is strong enough to penetrate the center of the sphere. If you rotate the sphere while you're using the magnet, you can peel away large areas a few layers deep. If you leave the magnet in one spot, you can reach the core.



Atom

Do you want to make a quantum leap at reaching the Tetrisphere's core, but too many blocks are in your way? Get at 'em with the Atom! When the energized particle connects with the Tetrisphere, it will give the ball a chemical peel, stripping away the entire outermost layer.

Bomb

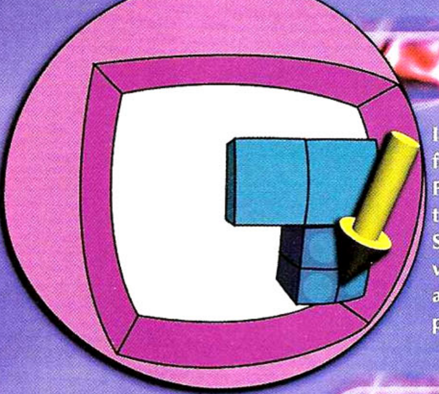
The fifth item in your Magic arsenal is the mighty Bomb that's capable of wiping out a couple of layers from almost an entire hemisphere. Target an area for destruction, then drop the Bomb. When it hits ground zero, you'll nuke almost all the blocks that you can see on your screen.

Ray Gun

If you don't use the first five items, you'll be on your way to earning the final weapon, the Ray Gun, which fires a laser beam that can sear straight to the core. If you rotate the sphere while the Ray Gun is blasting away at it, you can cut away sections of blocks from the ball.

POWER PIEC

Power Pieces resemble regular Tetrisphere blocks, except that they have a bright glow about them. And they have good reason to be so sunny. Power Pieces are probably the most useful blocks in the game, since you can move them almost anywhere on the surface of the sphere. Whenever you execute a combo that removes three to nineteen blocks, you'll earn Power Pieces. (The total pieces you earn will equal one piece less than the number that's displayed in your Combo Counter.)

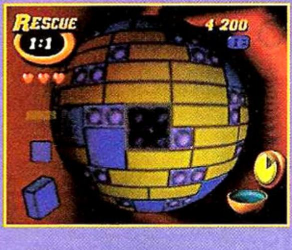


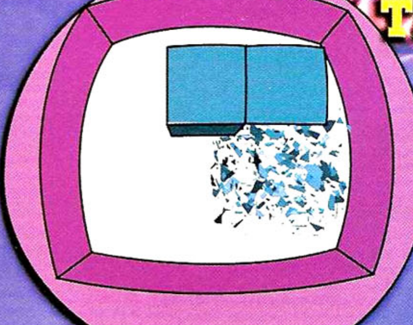
ONE

If you can fin
formation of Cry
Pieces that matc
the shape of y
Shadow, you can c
vert the Crystals
a Power Piece by
ping the B Button.

TWO

To remove pieces, you must first drop your piece by at least two adjoining like pieces. The piece that completes the trinity may not always be nearby, so make your own piece that's more maneuverable by converting Crystals into Power Pieces.

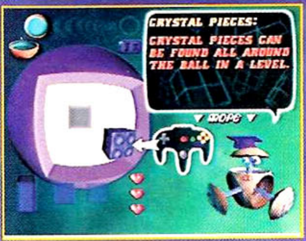




THREE

Once you've transf
and placed it nex
same shape, hit tl
A Button to start yo
combo. Since you'
playing against tl
clock, creating Pow
Pieces can be tl
quickest way o
of a jam.

CES


CRYSTAL PIECES:
CRYSTAL PIECES CAN BE FOUND ALL AROUND THE BALL IN A LEVEL.

RESCUE
1:1
4 200

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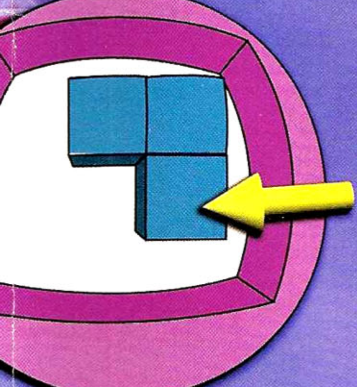

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FUSE COMBOS

Getting to the core of your sphere can be a pretty simple task, but it's a whole different ball game if you want to get to the core while racking up a high score. Every piece that you remove from the Tetrisphere will be multiplied by your X Count number which begins at a measly one. To maximize your scoring, you'll have to increase your X Count. One way of boosting this multiplier is to use the Fuse Combo, in which you literally fuse two combos together with one common piece.

FUSE C
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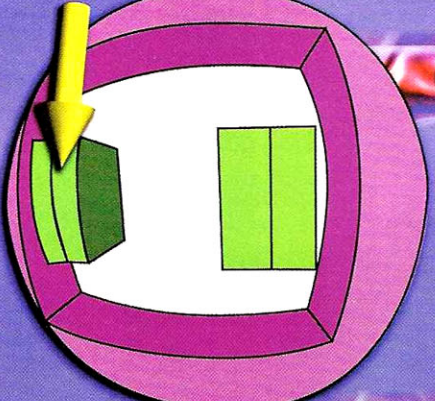
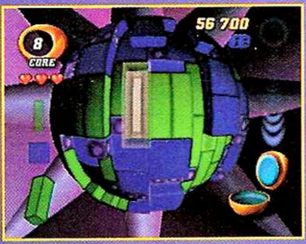


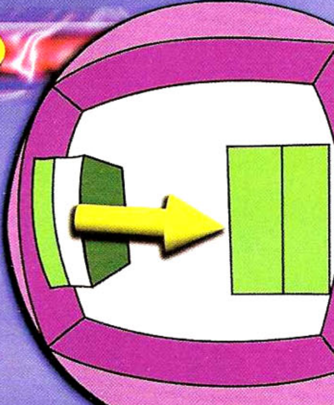
ONE

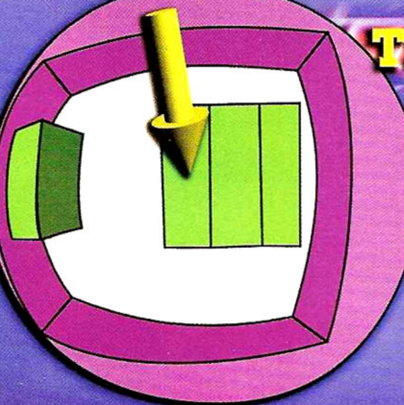
The left of the screen shows the next pieces you'll have to place. If the game is dealing the same piece on your next turn, you'll be able to do a Fuse Combo.

TWO

Locate two combos that have the same shape in common. Initiate the first combo, then quickly hold the B Button to select the Fuse (the flashing piece that is about to break in the combo). Slide the Fuse away and reconnect it to the second combo.







THREE

Once you've reattached the unstable Fuse
ond combo, release the B Button to rea
piece and to set the new combo in motion. When the pieces are gone, your X Count will increase. You can keep doing this until your X Count number maxes out at ten.

GRAVITY COMBOS

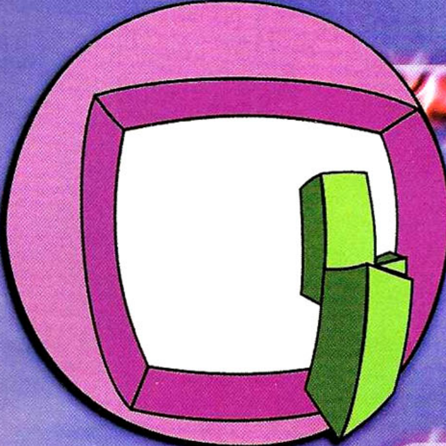
COMBOS:
A PIECE
S IN A COMBO,
ASHES.
S CALLED A
WATCH

Each Tetrisphere is like a tiny brick-covered planet complete with gravity. If you use gravity to your advantage, you can get the drop on the game by making the pieces fall in your favor. When you pull a piece out from under a block, you'll cause the block to fall to the next layer. If, when the block lands, it settles next to blocks of its own kind, it will activate a combo. This Gravity Combo, like the Fuse Combo, can increase your X Count to a maximum number of ten.

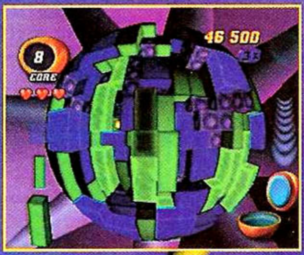
THERE ARE MANY WAYS TO INCREASE YOUR X COUNT.

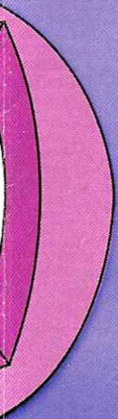
DOING GRAVITY COMBOS IS ONE WAY.

ONE

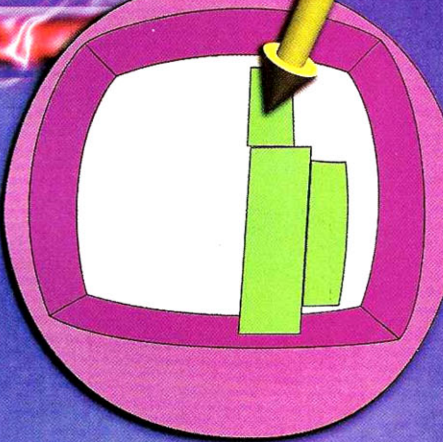


Gravity Combos are easy to set up, especially when you're using an easy-to-maneuver Power Piece. Slide a Power Piece so that it's precariously above, and lined up with, a similar piece.

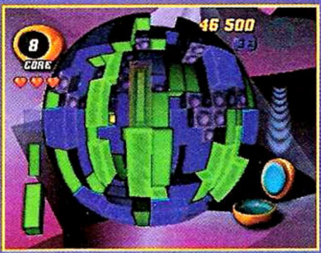




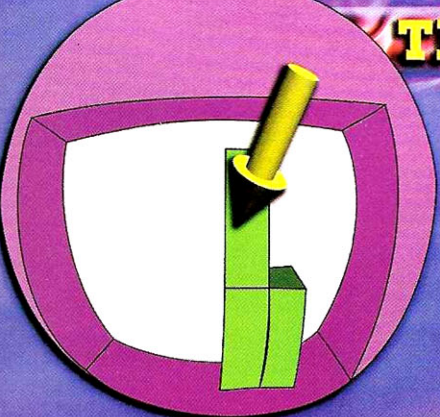
TWO



You can use a piece of any shape to support the block that you want to fall, but it's usually easier if all involved blocks are of the same variety. In the diagram, the block by the yellow arrow buttresses the block that's one layer above. By pulling the support piece away, the upper block will fall to complete the Gravity Combo.

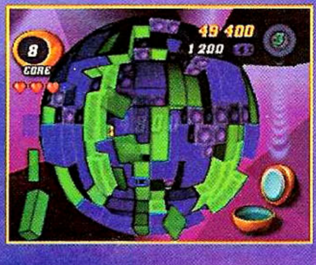


THREE



to the sec-
ctivate the

When the block falls and completes the combo, your X Count will increase. Better yet, you can set up Gravity Combos without using a turn since you can do the combos by simply shuffling threesomes of blocks that are already on the sphere. Because of this, you can easily perform ten Gravity Combos in a row to hit your X Count cap.



MADDEN™ 64

MADDEN
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COMING SOON
TO YOUR N64
FROM NINTENDO
NINTENDO POWER

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AEROFIGHTERS ASSAULT™

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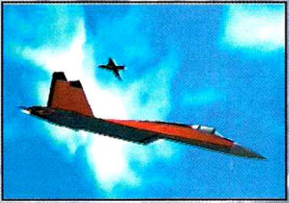
HIGHWAY TO THE DANGER ZONE

Take to the air with the latest flying game released for the N64! AeroFighters Assault is a blend of a 3-D flying simulation and an arcade adventure. You experience all the flying realism of soaring through a virtual environment, right down to turbulent buffets from your Rumble Pak, without getting mired in the hardcore physics and limitations you'll find in computer flight simulators. AeroFighters Assault has easy-to-learn controls, so you'll spend more time playing and less time with your nose in an instruction manual.



FLIGHT SCHOOL

SOLO FLIGHT

Suit up and take a spin in some of the best fighters in the world today. The game's Training Mode introduces aspiring pilots to the mechanics of supersonic flight.

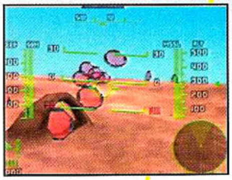
COMBAT PRACTICE

Combat practice is a one-on-one dogfight against each enemy plane featured in the game. The battles become more difficult as you're pitted against more experienced pilots.

FINAL EXAMS

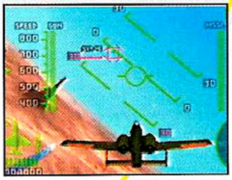
The final set of training drills focuses on attacking the toughest enemies in the game. Weak spots for every mechanized monster are highlighted as bright, red targets.

CLEAR THE RINGS



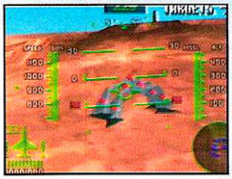
Flying through the rings wouldn't be tough if you didn't have to dodge between the high desert cliffs. Keep an eye out for cliffs as you wing through the rings.

LOCK ON



Every aircraft except Glenda's A-10A carries air-to-air weapons. What the A-10A doesn't have in missiles it makes up for in rapid-firing 30MM nose cannons.

IN YOUR SIGHTS

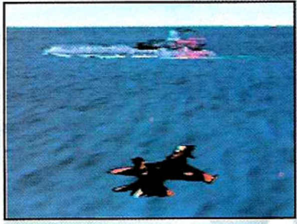


Line up your attack run in the game's enemy training mode. These monsters are defenseless, so you can focus on your offensive plan without getting hit.

CHANGE YOUR PERSPECTIVE

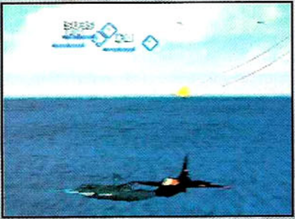
While most flight simulators make it tough to spot a bogey on your tail, AeroFighters uses a unique feature that lets you zero in on immediate threats or close targets with a quick tap on your controller.

PRIMARY TARGET



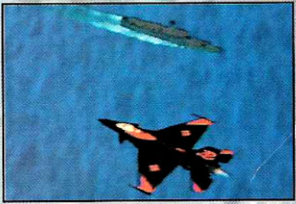
If you're unsure where your primary target is, press the Top C Button and Down on the Control Pad. The view will show the target's position relative to your aircraft.

MAJOR THREAT



Press the same button sequence when you've got a bogey on your tail to see exactly how far your foe is from your exhaust pipe. Give it a shot in multiplayer matches.

A QUICK CHECK

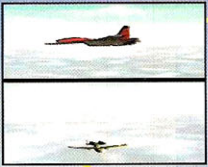


If you're looking for a target of opportunity or you need a quick assessment of your closest threat, the exterior camera angle lets you know without checking a bunch of views.

PLAYER DUELS

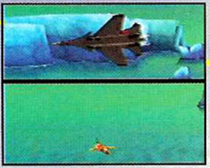
Battle for the title of top gun in AeroFighter's Multiplayer Mode. While these two-player duels might not seem as complex as four-player battles, the wide angle, split-screen perspective allows pilots to see more of the obstacles around their aircraft. You'll be able to select and fly hidden aircraft as you begin to gain ground against Phutta Morgan in the Mission Game.

SKY



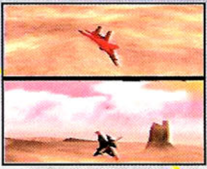
The sky stage is completely clear of obstacles, including the ground, making this the ultimate flying arena. Your skills and wits are your best offense and defense.

OCEAN



The azure ocean stage is dotted with icebergs. Since the water and sky are similar colors, watch your artificial horizon indicator and your aircraft's altitude.

DESERT

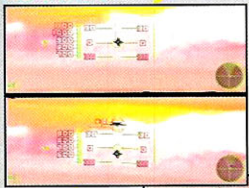


If you like using the terrain for cover, the Desert Stage is for you. This arid stretch of land features a deep, winding canyon and towering sandstone bluffs.

FIGHT OR FLIGHT

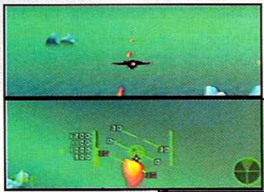
Most multiplayer air duels commence with both aircraft rocketing head on at one another, but after the first supersonic pass, pilots must jockey for position and an opportunity for a shot. Outlined below are five of the best offensive and defensive multiplayer strategies. If you're looking for additional maneuvers for a specific aircraft, check out the Special Moves section on the adjacent page.

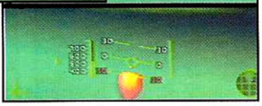
LOCK ON



The most common strategy is to bank your plane and turn until you're flying toward your opponent. If your aircraft is equipped with homing missiles, the missile's weapon system will lock on the enemy the moment your Heads-Up Display (HUD) highlights and identifies the target.

STRAIGHT SHOOTER

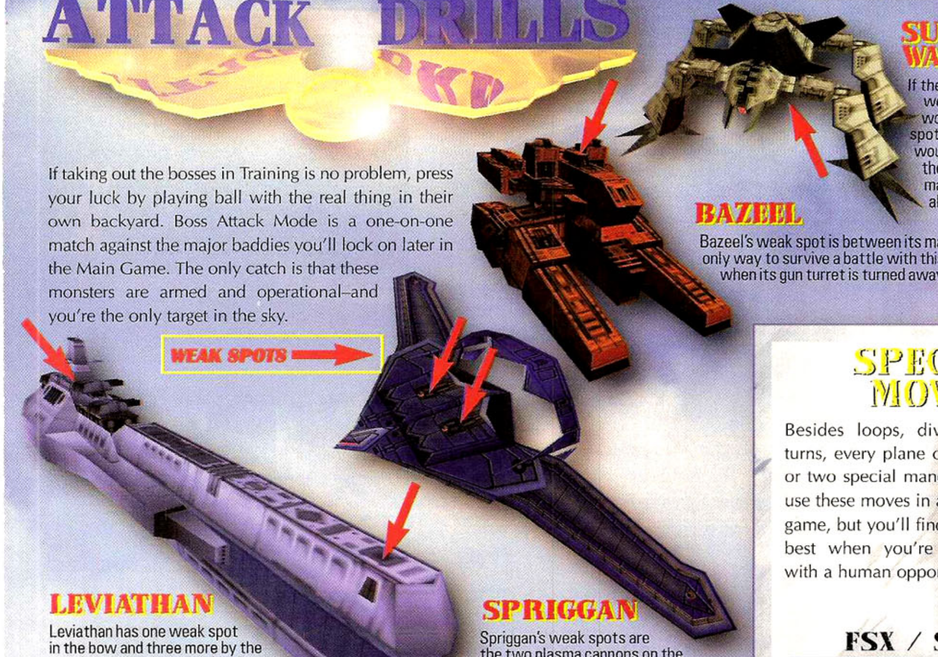




If your plane doesn't carry homing missiles, slide in behind your opponent and engage the enemy directly with your chain guns or a special weapon. This technique demands precise aim and good flying skills.

ATTACK DRILLS

If taking out the bosses in Training is no problem, press your luck by playing ball with the real thing in their own backyard. Boss Attack Mode is a one-on-one match against the major baddies you'll lock on later in the Main Game. The only catch is that these monsters are armed and operational–and you're the only target in the sky.



SUPER X WALKER

If the Super X Walker were an insect, you would find its weak spot where its mouth would be located, but the mech's thin armor makes it easy to hit almost anywhere.

BAZEEL

Bazeel's weak spot is between its massive cannons. The only way to survive a battle with this foe is to approach it when its gun turret is turned away from you.

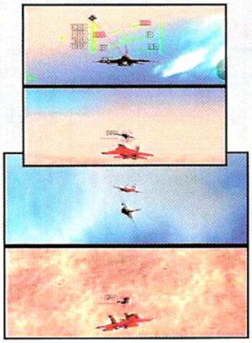
LEVIATHAN

Leviathan has one weak spot in the bow and three more by the conning tower. Approaching the ship from the bow or stern will reduce your exposure to anti-aircraft fire.

SPRIGGAN

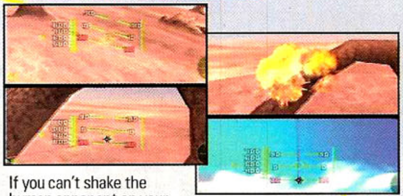
Spriggan's weak spots are the two plasma cannons on the aircraft's engines. Keep your distance from the plane so you'll have time to swerve away from the shots.

ROLL AWAY



A skilled pilot anticipates which way his victim will turn so he can walk his shots up into the target. If you find yourself tailed by a superior opponent, try rolling several times before you make your turn so he'll have a tough time predicting which way you'll finally go.

HEAD FOR THE HILLS



If you can't shake the human opponent on your tail, point your nose at the deck and dive between obstacles on the ground. Computer controlled pilots rarely make mistakes, but human players mesmerized by the thrill of a chase often kiss the ground at supersonic speeds.

CHAFF

Chaff will confuse enemy missiles homing in on your aircraft. Your aircraft carries a limited supply, so listen for the inbound missile warning before you release it behind your plane.

SPECIAL MOVES

Besides loops, dives, twists and turns, every plane can execute one or two special maneuvers. You can use these moves in any mode of the game, but you'll find that they work best when you're matching wits with a human opponent.

FSX / SU-35

The Cobra is a braking maneuver that can force your foe to fly past you. Pull back on the joystick and push the bottom C Button.

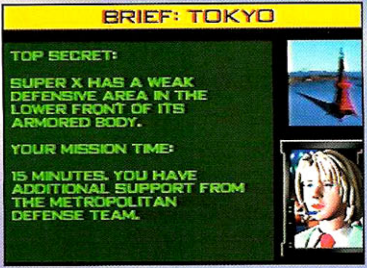
The Culbit is a fast loop. Pull back on the stick, press the bottom C Button twice, then release the controls. Pull back on the stick again and press the top C Button twice.

F14 / A-10

RUDDER REVERSAL

A Rudder Reversal is an extra-sharp turn. Brake to 400 knots and keep your nose up at a 30-to 60-degree angle, then tap the left or right C Button twice.

PROJECT BLUE



BRIEF: TOKYO

TOP SECRET:

SUPER X HAS A WEAK DEFENSIVE AREA IN THE LOWER FRONT OF ITS ARMORED BODY.

YOUR MISSION TIME:

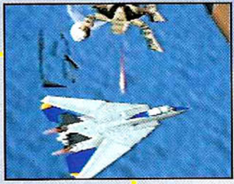
15 MINUTES. YOU HAVE ADDITIONAL SUPPORT FROM THE METROPOLITAN DEFENSE TEAM.

TOKYO
LAT: 36.19N
LON: 139.62E

A massive bomb has been dropped on Antarctica, melting the ice pack and flooding harbors around the world. As military fleets move in to rescue the beleaguered millions, a mysterious military organization is snatching up the globe's undefended strategic resources. The AeroFighters Team is the only elite fighting force capable of engaging this threat. It's up to you to lead the team and protect the world from imminent destruction.

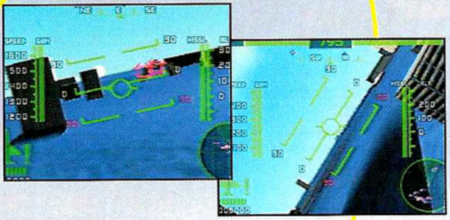
TOKYO

The Pacific Ocean has flooded Tokyo, submerging all but the tallest landmarks. If this isn't bad enough, a gigantic mechanized walker is demolishing the remnants of the city. The AeroFighters must defend the city by destroying the metal monster.

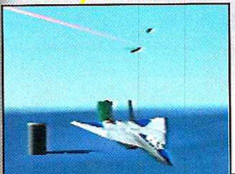


HIT THE DECK

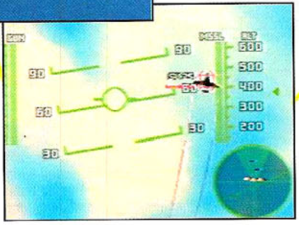
If you can wipe out the helicopters protecting the Super X Walker, you'll have no problem attacking the primary target. The abandoned buildings offer excellent cover from Super X's anti-aircraft batteries, and any pursuing enemy fighters will have a tough time chasing you down the narrow concrete canyons.



ENEMY FIGHTERS

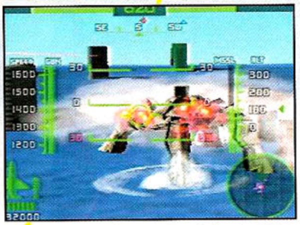


A flight of slow SU-25s will attempt to distract your squadron and pull you away from the Super X Walker. Take out the fighters as quickly as possible.



The trio of lumbering SU-25s won't offer much of a challenge, but if you assist your wingmen during the dogfight, they'll do something for you to return the favor.

SUPER X WALKER



While you were high overhead chasing SU-25s, the Super X Walker was slogging through the swollen harbor, smashing the remains of downtown Tokyo. You need to dispatch this menace before it razes the Metropolitan Building. Your HUD will automatically target Super X's weak spot when you're in range, but you'll inflict more damage if you wait and engage the enemy at point-blank range.

HAWK

An aggressive young pilot, Hawk is a team player who is always willing to assist in air-to-air combat. He also has a nasty habit of stealing your targets if you give him an opening. Since Hawk prefers dogfights to ground attacks, you'll often find him giving air cover during your bombing runs.

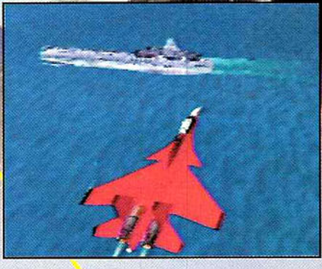
F-14B TOMCAT

Hawk's F-14 is the easiest and most forgiving aircraft to fly, making it the ideal choice for beginning pilots. The plane's design and armament are customized for air-to-air combat, so you'll have to improvise during your air-to-ground sorties.

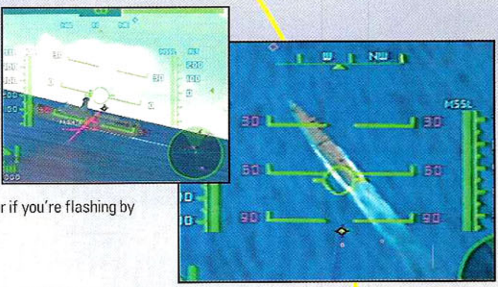
MAIN .... 20MM CANNON
MISSILE...... PHOENIX MISSILES
SPECIAL ..... TOMAHAWK MISSILES
DEFENSE .... CHAFF

PACIFIC OCEAN

The Pacific Ocean stage is a classic air-to-surface engagement. To win the battle, the AeroFighters squadron must penetrate the enemy's fighter umbrella, dodge the fleet's anti-aircraft network, and sink Phutta Morgana's flagship, the Leviathan. There are rumors that Leviathan may have a sister ship.

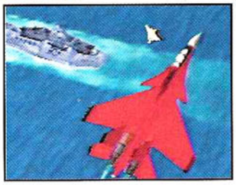


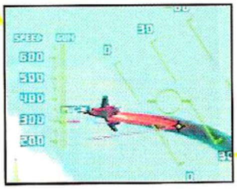
THE NEED FOR SPEED



Whether you approach the enemy ships by skimming across the waves or diving out of the afternoon sun, speed is your best defense against the fleet's anti-aircraft network. The frigate guns have very little time to turn and track your fighter if you're flashing by them at supersonic speeds.

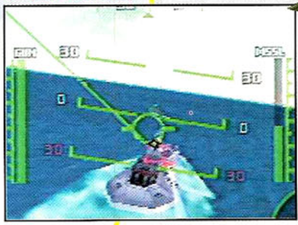
ENEMY AIR COVER





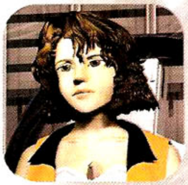
Leviathan is protected by a small squadron of skilled fighters. If you can remain in the sky long enough, you'll discover that their leader flies a gold Rafale. The Rafale is a fragile fighter, but it's a deadly adversary in the hands of an ace. Keep an eye on this dangerous opponent or he'll add you to his combat kill tally. You don't have to down the Rafale to complete the mission.

LEVIATHAN



Leviathan is a submersible dreadnought equipped with a deadly arsenal of anti-aircraft batteries. Start your attack run at a low altitude and strafe the ship from stern to bow. Since Leviathan's massive conning tower blocks the forward battery's view of anything approaching from behind, the ship's anti-aircraft guns won't have time to react and hit you with their combined force.

GLENDA



Glenda is a ground attack specialist. Her powerful A-10A is specifically designed for air-to-ground sorties. Since Glenda prefers to fly low, don't expect her to remain in formation if she has a opportunity to hit a ground target. She'll break for an attack run on the primary objective while the rest of the team is still clearing the skies.

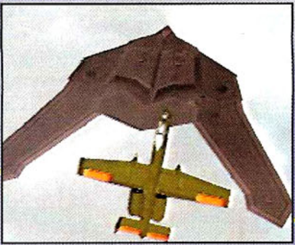
A-10A THUNDERBOLT

The Fairchild A-10A is the hardiest plane in the game. While beginners might consider its thick armor ideal for gaining combat experience, the aircraft's slow speed and limited air-to-air capability make it a sitting duck against supersonic fighters.

MAIN....... 30MM CHAIN GUN
MISSILE..... AIR-TO-GROUND ROCKETS
SPECIAL ... NAPALM BOMBS
DEFENSE... CHAFF

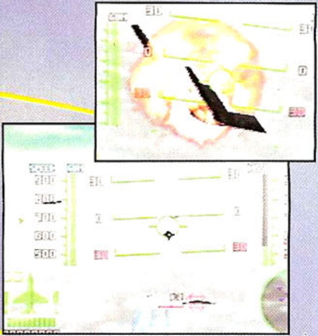
AIR BATTLE

A massive group of Phutta Morgana's stealth bombers is streaking toward the East Coast of the United States. It's up to the AeroFighters team to intercept the bombers while they're still over the Atlantic and make sure none of them reach their targets. Keep an eye out for enemy fighters.



WATCH FOR FALLING DEBRIS

Just because an enemy plane or bomber has been shot down doesn't mean that it ceases to be a threat. Burning aircraft that spin out of control are just as dangerous as inbound missiles. Make sure you steer clear of the tumbling wreckage or you'll end up taking collateral damage from a collision or an explosion.



HEIN

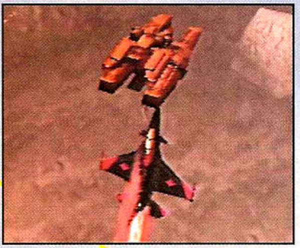
A highly decorated officer in the Japanese Defense Force, Hein is an exceptional pilot—the best formation flier in the squadron and the one team member you can count on to help you out if you're in a tight spot. Win his trust by assisting him and he'll repay the favor a thousand times over.

FS-X

The FS-X is a light, highly maneuverable aircraft with limited stealth capabilities. The FS-X's composite parts make it a fragile aircraft, but it's unstoppable in the hands of an experienced pilot.

MAIN	**NINJA KNIFE SHOT**
MISSILE	**TORNADO MISSLES**
SPECIAL	**NINJA BEAM**
DEFENSE	**MAKIBISHI**

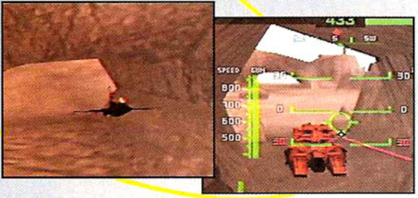
MONUMENT VALLEY



A massive tank is churning up the sands in the Monument Valley, and military experts can't predict which direction the enemy will strike. The best defense in situations like this is a good offense—destroy Bazeel before it can attack an urban area.

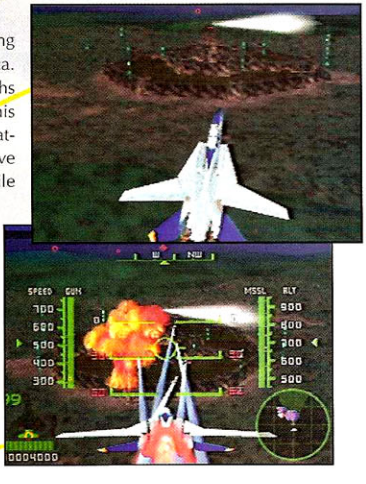
TIGHT SQUEEZE

If the battle starts going badly for the enemy, they'll roll Bazeel into the desert canyons or behind rocky outcroppings. Only the foolhardy will try to follow the tank into these dangerously close confines. Use bombs or homing missiles to pry Bazeel out of his rocky shell.



FORTRESS

Phutta Morgana's fighters are paralyzing the shipping routes around South America. Our satellites have traced their flight paths to a fortress on the Peruvian Coast. This base is protected by a network of automated guns and floating mines, but you'll have a chance if you can surprise them while their planes are on the ground.



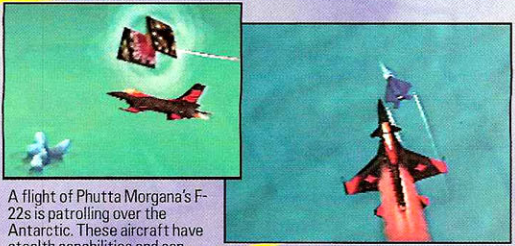
FLOATING MINES

Phutta Morgana has deployed a field of floating mines around their South American Fortress. These high explosives are suspended by massive particle beams emanating from the fortification. The mines will detonate if you fly too close, so keep your distance and clear them by spraying the area with your cannons or missiles.

ANTARCTIC OCEAN

Enemy fighters are protecting a secret installation buried beneath the ice near Antarctica. So far your missions have been defensive reactions to the enemy's advances, but this attack might turn the tide the war against Phutta Morgana. The enemy is launching everything they have at you. Whatever they're protecting must be extremely valuable.

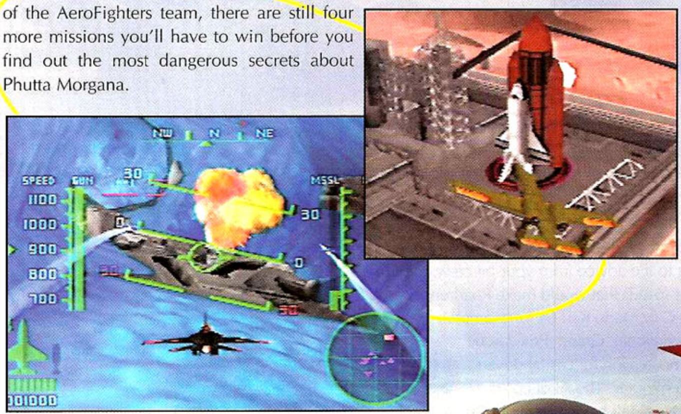
TOP GUNS



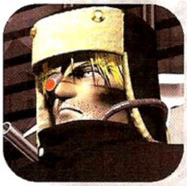
A flight of Phutta Morgana's F-22s is patrolling over the Antarctic. These aircraft have stealth capabilities and can elude missile locks. Engage the enemy directly with your guns or your special weapons. There are reports of unidentified flying objects in the area, but nobody is sure if they're hostile or friendly.

THE WAR ISN'T OVER

Your discovery of UFOs flying over Antarctica has the world speculating that Phutta Morgana may be more than an international terrorist group. NASA has recently detected radio emissions on the far side of the moon, and they're launching a space shuttle to investigate. The enemy may have intercepted NASA's orders, so you're going to have to protect the shuttle during the launch. While you've turned the tide of the war in the favor of the AeroFighters team, there are still four more missions you'll have to win before you find out the most dangerous secrets about Phutta Morgana.



VOLK



Like Hawk, Volk specializes in air-to-air combat, but he's the loose cannon in the squadron. Instead of following orders or a flight plan, he'll break off and engage targets as soon as they pop up on his HUD. Don't expect him to stick around as long as there are enemy fighters lurking in the sky.

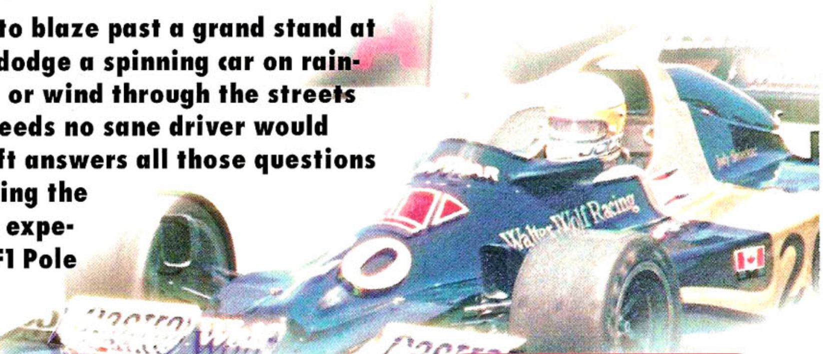
SU-35 SUPER FLANKER

The SU-35's large profile won't hide you from radar, but the jet's powerful turbofans will take you beyond harm's way. The SU-35's weapons system is customized for air-to-air sorties.

MAIN .... FIREBALL
MISSILE...... FIRE ARROW MISSLES
SPECIAL ..... NAPALM CANISTERS
DEFENSE .... AERIAL MINES

F1 POLE POSITION 64™

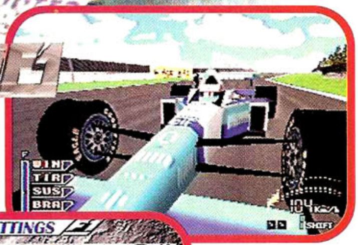
© 1997 Ubi Soft.

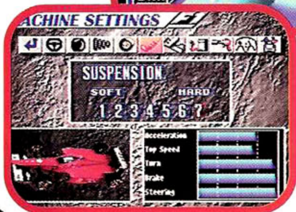


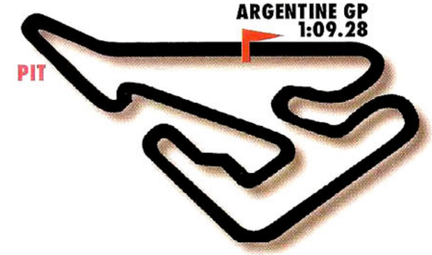
What is it like to blaze past a grand stand at over 250 kph, or dodge a spinning car on rain-slickened pavement, or wind through the streets of Monte Carlo at speeds no sane driver would contemplate? Ubi Soft answers all those questions this month by releasing the most realistic racing experience for the N64—F1 Pole Position 64.

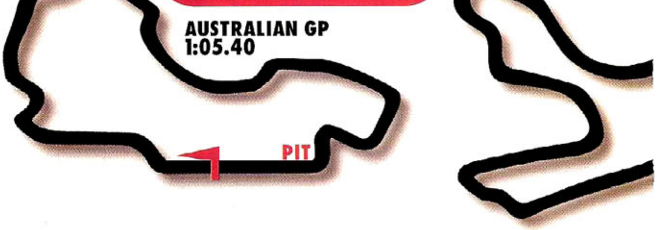
REAL RACING

F1 Pole Position 64 is about the total experience of racing. It's about choosing a team of pros, modifying your car for top performance, listening to the advice from your pit crew, and driving through winding courses all over the world at speeds that would make Roadrunner look like a snail. Unlike fantasy racing games (Extreme-G or Mario Kart 64 for example), F1 simulates a real sport. Success on the international Grand Prix circuit requires attention to detail and concentration. It's not a sport for casual drivers. GP events cover ten grueling laps and can last 15 minutes. The AI of competing drivers is as good as it gets, so even though F1 doesn't have a multiplayer option, the competition feels realistic. Even the play control feels real, and you can bet that driving an F1 Ferrari or Mercedes-Benz V10 doesn't feel anything like cruising around town in your dad's Chevy.


UIN
TIR
SUS
BRA
104 km/h
SHIFT


ACHINE SETTINGS
SUSPENSION
SOFT
HARD
1 2 3 4 5 6 7
Acceleration
Top Speed
Turn
Brake
Steering


ARGENTINE GP
1:09.28
PIT

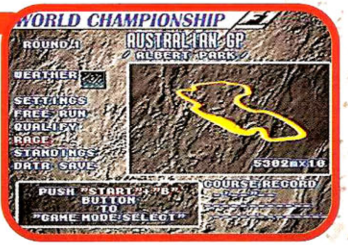

AUSTRALIAN GP
1:05.40
PIT

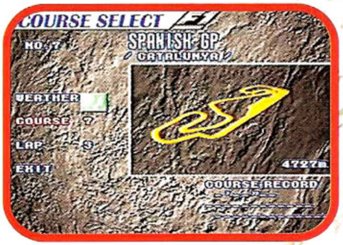
THE FORMULA

The game designers at Human Entertainment knew that players would want variety in the racing experience, so they included three modes of play and lots of variables, including changing weather, custom car settings, and configuration controls for AI, sound, car damage and road accidents.

MODE WARRIOR

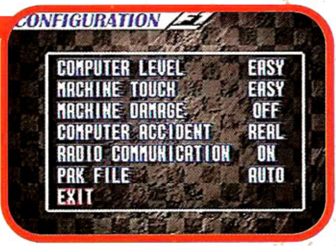
The greatest challenge in F1 Pole Position 64 is to win the international Grand Prix title by accumulating the highest point total during the 16-race season. Before the race begins, you can qualify, which requires a ten lap ordeal in itself, or take a free run to get used to the track. If you begin the race without qualifying, you'll begin in 22nd place. The Battle Mode lets you select any course and your choice of opponents to race against. You'll be battling one selected driver, but the real value of this mode is as a practice race with opposing drivers. In Time Trial Mode, the idea is to set the course record. You can save all your greatest feats on a Controller Pak, including your favorite car settings.


WORLD CHAMPIONSHIP
ROUND 1
AUSTRALIAN GP
ALBERT PARK
WEATHER
SETTINGS
FREE RUN
QUALIFY
RACE
STANDINGS
DATA SAVE
5302m×16
COURSE RECORD
PUSH "START"+"B" BUTTON TO "GAME MODE SELECT"


COURSE SELECT
NO. 7
SPANISH GP
CATALUNYA
WEATHER
COURSE 7
LAP 3
EXIT
4727m
COURSE RECORD

DO IT YOUR WAY

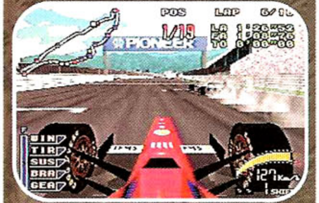
You may not want to use the French or German language options in F1 Pole Position 64, but they certainly add an international flair. Other options include six configuration settings for AI, radio communication, damage, accidents, touch and Controller Pak save options. In Battle and Time Trial modes, you can set weather conditions, as well. During GP races, weather changes randomly, forcing you to decide whether or not you want to make a pit stop to change your equipment.

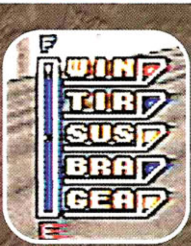

CONFIGURATION

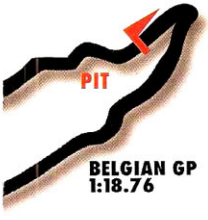
COMPUTER LEVEL EASY
MACHINE TOUCH EASY
MACHINE DAMAGE OFF
COMPUTER ACCIDENT REAL
RADIO COMMUNICATION ON
PAK FILE AUTO
EXIT

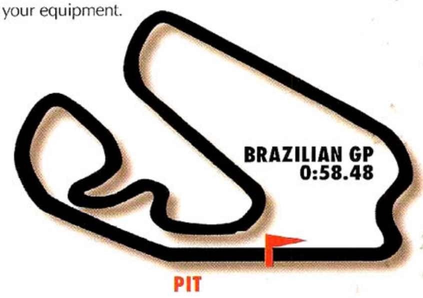
Damage

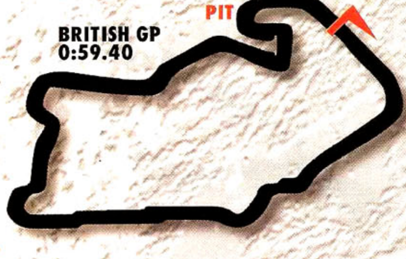
With the damage option switched on, your car sustains damage when you smack into walls swipe other cars. The five triangular gauges beside the fuel gauge change color as you take more damage. Beginning with blue, the colors cycle through yellow, red and flashing red. When you reach flashing red, you're about to retire your car.


POS
LAP
1/19
PIONEER
WIN
TIR
SUS
BRA
GEA

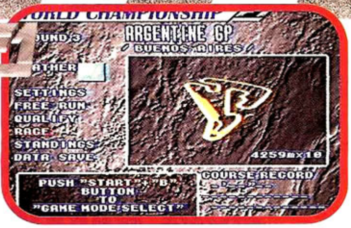

F
WIN
TIR
SUS
BRA
GEAR
E


PIT
BELGIAN GP
1:18.76


BRAZILIAN GP
0:58.48
PIT


BRITISH GP
0:59.40
PIT

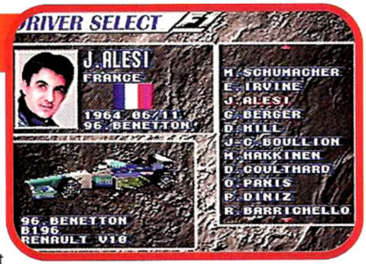
UNDER THE HOOD


WORLD CHAMPIONSHIP
ROUND 3
ARGENTINE GP
BUENOS AIRES
WEATHER
SETTINGS
FREE RUN
QUALIFY
RACE
STANDINGS
DATA SAVE
4259m×18
PUSH "START"+"B" BUTTON TO "GAME MODE SELECT"
COURSE RECORD

Just as in real FOCA (Formula One Constructor Association) racing, success in F1 Pole Position 64 depends as much on what's under the hood as who sits behind the wheel. Before the race begins, you'll have the option to choose the type of car you want and then modify it to suit your driving style. We've included our recommended cars and settings for starting out in the sections below. Once you're comfortable with the handling of an F1 car, you'll probably want to switch to the expert steering option.

THE RIGHT CAR FOR THE JOB

Not all cars are created equal. In F1 Pole Position, you'll find Fords, Ferraris, Mercedes-Benzes, Renaults, Hondas, Yamahas, Peugots and Harts. When you select a car, you'll go to the Machine Settings screen where you modify the vehicle. There, you can see the default settings for five important categories. We found that handling characteristics were the most important consideration in choosing a car and that the Mercedes-Benz V10 for the McLaren team is the best overall choice. Once you've mastered the feel of F1 racing, we suggest switching to the Williams team. All lap records listed here use the Williams' Renault V10.

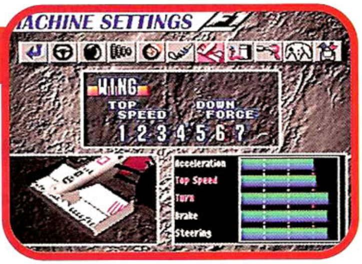

DRIVER SELECT
J.ALESI
FRANCE
1964.06/11
96.BENETTON
96.BENETTON
B196
RENAULT V10
M.SCHUMACHER
E.IRVINE
J.ALESI
G.BERGER
D.HILL
J-C.BOULLION
M.HAKKINEN
D.COULTHARD
O.PANIS
P.DINIZ
R.BARRICHELLO

POS
LAP
1/3
10/22
WIN
TIR
SUS
BRA
GEA
262
5

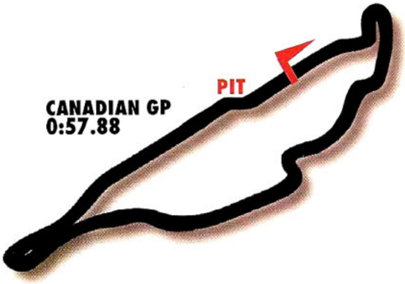
When the McLaren team's Mercedes-Benz V10 is properly modified, it hugs the track more tightly than any other car and its acceleration and top speed remain high, as well. This is a great car for beginners.

POWER MODIFICATIONS

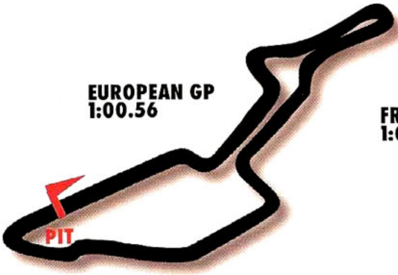
The following recommended settings for the Mercedes-Benz V10 will give you a fast and highly maneuverable car. Use the Hard setting and crank it down to one for the easiest handling possible. (On Hard, the steering wheel returns to center when you stop pushing left or right and it feels more like an arcade racer.) On dry pavement, choose the D setting on Soft so your tires will give a boost to your acceleration. The transmission can be manual, semi-automatic or automatic, but on all courses except Monaco, you should have six gears for top end speed. At Monaco, use just four gears to increase your acceleration. Crank your brakes and suspension up to seven each. Set the wings at six and fuel tank at 50%. You can go five laps on most tracks with 50% fuel, but the more fuel you take with you, the slower your acceleration will be. The top lap times were run with just 10% fuel. Pit Crew selection is up to you. The real time factor in the pits is how long you take to decide what to do.


MACHINE SETTINGS
WING
TOP SPEED
DOWN FORCE
1 2 3 4 5 6 7
Acceleration
Top Speed
Turn
Brake
Steering

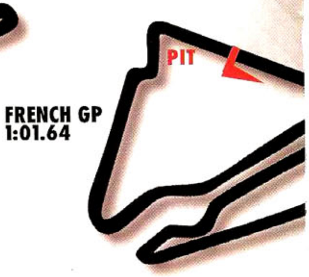
Some attributes counteract other attributes. For instance, when you increase the down force on your wings, the Turn attribute increases but the Top Speed attribute goes down. You can use the Suspension and Steering settings to adjust your handling without sacrificing speed.



CANADIAN GP
0:57.88



EUROPEAN GP
1:00.56



FRENCH GP
1:01.64

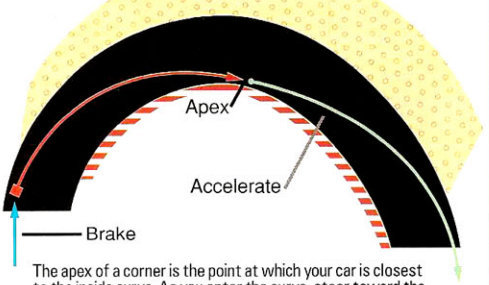
BEHIND THE WHEEL

There are several techniques that real race drivers use that work equally well in F1 Pole Position 64. The most important thing to remember is that each corner is unique. You can't enter every corner at the same speed and angle. Always cut across corners from the outside of the track, across the apex and let the car unwind to the far side of the track as you exit the corner. Watch the computer drivers to see how fast they're entering the corners or stay right behind another driver and note the speed. You can usually take corners a bit faster than the computer drivers. Use your brakes to slow down before entering the corner, not while you're turning. Passing is also important. When you follow close behind a car, you'll see a green light appear on your dash. That means you're in the other car's draft so you can get an extra boost of power when you pull out to pass. Straightaways are the safest places to pass, but cutting inside another car on a corner is faster since you cover less distance. The final piece of basic advice is to use your brakes whenever you feel like you're losing control. It's always better to brake and stay on the pavement than touch the shoulder. Your car will move 65 kph tops on the grass or sand.

POS
LAP
1/4
4/22
WIN
TIR
SUS
BRA
GEAR

POS
LAP
1/4
12/22
WIN
TIR
SUS
BRA
GEAR

CORNERING



The apex of a corner is the point at which your car is closest to the inside curve. As you enter the curve, steer toward the apex. As you pass the apex, let the Control Stick move back toward the center position, which is like letting a steering wheel unwind. Let the car drift all the way to the far side of the track as you accelerate from the apex onward.

Weather

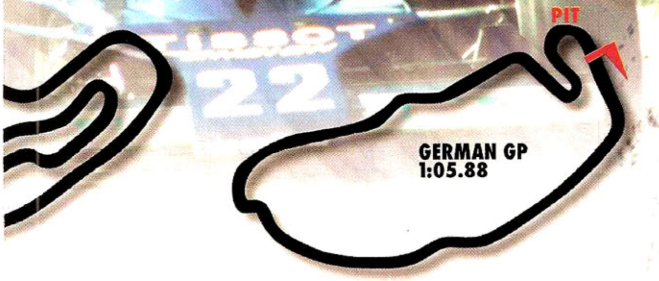
Weather can change during the middle of a race, turning dry pavement into a slick mess. It's up to you to decide what to do. If you're in the middle of a race and you need fuel, use the pit stop to change your tires, as well. At the end of a race, it's better to slow down a bit and race more cautiously.

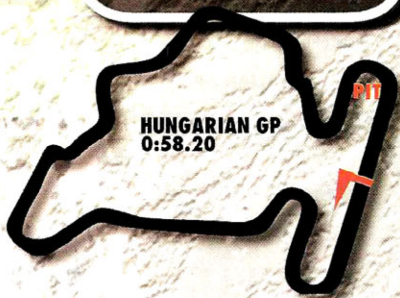
POS
LAP
WIN
TIR
SUS
BRA
GEAR

NICE & SUNNY

POSSIBLE RAIN

DEFINITELY RAIN





ON THE TRACKS

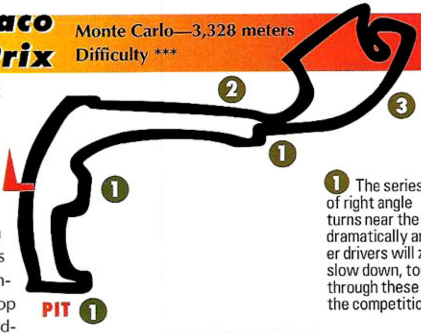
Each of the 16 courses on the international circuit contains challenges that will test even the best drivers. We've chosen two of the most interesting courses on the circuit to give you an edge when you face them. Although advice can help, the most important preparation for any race is to actually attack the course itself. We recommend driving each course in the Battle and Time Trial modes before heading into the World Championship mode.

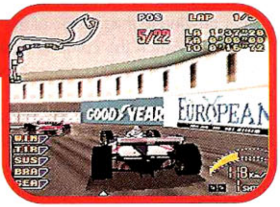
GAME MODE SELECT
WORLD GRAND PRIX
BATTLE
TIME TRIALS
ROSTER
RECORD
CONFIGURATION

Course 6. Monaco Grand Prix

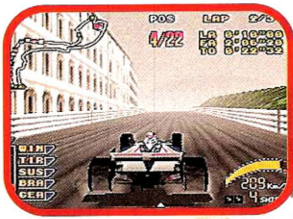
Monte Carlo—3,328 meters
Difficulty ***

Although the course is short at Monaco, it winds through narrow, city streets. You won't find any shoulders and many of the corners are 90 degrees or sharper. This is a killer course and you need a great handling car like the McLaren. You should also modify the car for fewer gears, which will result in faster acceleration. That's important since you'll have to brake constantly before entering the corners. Your top end speed will be affected, but on this winding course it shouldn't matter.

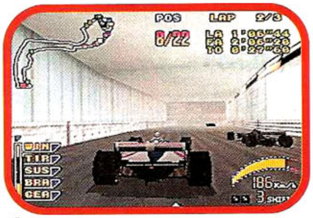



POS
5/22
LAP
GOODYEAR
EUROPEAN
WIN
TIR
SUS
BRA
GEA
118

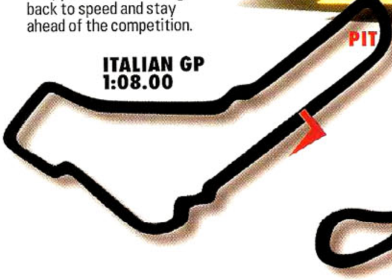
① The series of right angle turns near the end of the course requires you to slow down dramatically and the tendency is to think that the computer drivers will zip past you. The fact is that they have to slow down, too. Even if you're only moving at 50 or 60 kph through these corners, you'll stay even with or ahead of the competition.


POS
4/22
LAP 2/3
WIN
TIR
SUS
BRA
GEA
289

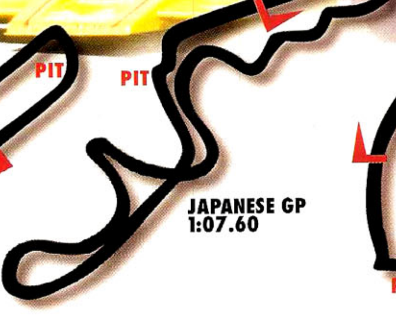
② You should accelerate along the front straightaway for as long as possible, passing as many cars as you can.


POS
8/22
LAP 2/3
WIN
TIR
SUS
BRA
GEA
186

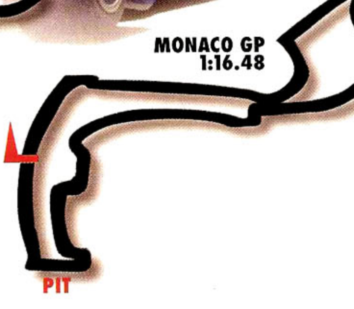
③ The back straightaway along the top of the seawall is short, but you can pass cars here, too, and computer drivers don't tend to accelerate nearly as much as they could through this stretch, probably to avoid having to brake dramatically at the end of the straightaway. Since you've geared your car for quick acceleration, you can brake and get back to speed and stay ahead of the competition.



ITALIAN GP
1:08.00



JAPANESE GP
1:07.60

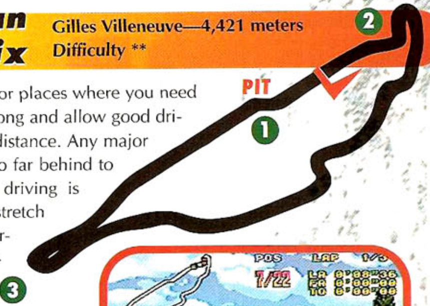


MONACO GP
1:16.48

Course 8. Canadian Grand Prix

Gilles Villeneuve—4,421 meters
Difficulty **

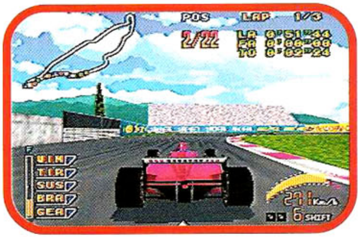
This course has just a few sharp corners or places where you need to brake sharply. The straightaways are long and allow good drivers to reach their top speeds for some distance. Any major mistake on this course can leave you too far behind to catch up to the leaders, so precision driving is essential. The shallow turns on the back stretch are a great place to practice your cornering techniques by setting up on the outside of the track, cutting across the apex and accelerating out of the curve.



POS
LAP
2/22
2/3
Shell

① There's a little S-curve jog in the track just after the pit area that can cause particular trouble. Tap the brake just as you pass the pit and you should be okay.

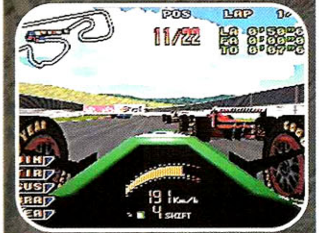
② On every lap after the beginning of the race, you'll approach the sandy corner at full speed, but you can't carry that speed through the sharp angle. Slow to about 100 kph and approach the corner from the inside wall. Tap your accelerator without braking as you continue through the following corner at the top of the course, then gun it. Tapping on the accelerator maintains a fairly constant speed.

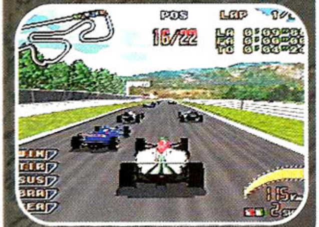


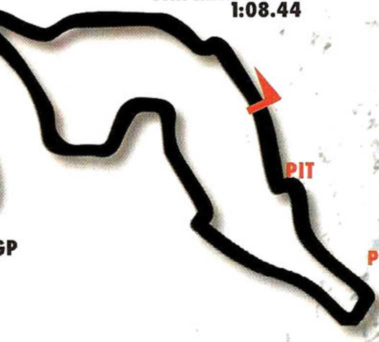
③ The other tough turn is the 180 at the bottom of the course. When you see the large grandstand appear in front of you, hit the brakes. You can take this corner at about 100 kph without any problem if you enter the corner correctly from the outside edge and cut in toward the apex.

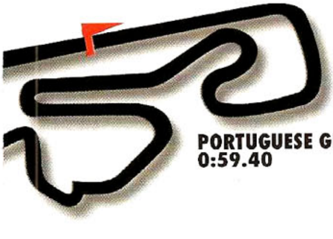
The View

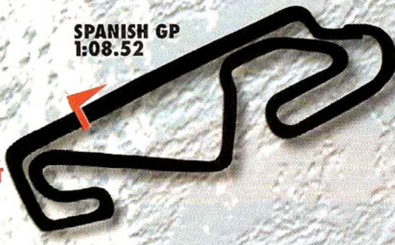
You can position the camera view in seven locations, from the front of the wings to behind and above the car. The cockpit views are the most realistic, but the low angle also makes them the most challenging. The highest position from behind the car is the best for starting out since you can see more of the track ahead of you.











This month we're reaching into the archives to bring two classics back, this time to the Super NES. If you were one of the crazed players who pumped countless quarters into the legendary Space Invaders in the '70s or the brick-bashing Arkanoid in the '80s, you'll find these games just as compelling as ever in their 16-bit versions. If they're new to you, see what makes these games classics.

70's IT CAME FROM THE... 80's

Space Invaders The Original Game© 1978, 1994, 1997 Taito Corp.
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SPACE INVADERS
BONUS VS MODE!
Nintendo
KA
SUPER NINTENDO
ENTERTAINMENT SYSTEM

© 1994 TAITO

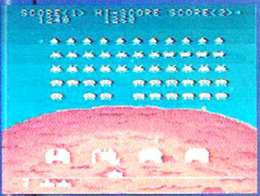
ARKANOID
Doh It Again
Nintendo
Simultaneous 2-player competition on screen
KA
SUPER NINTENDO
ENTERTAINMENT SYSTEM

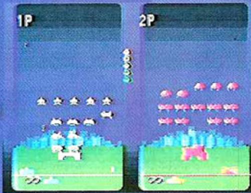
© 1997 TAITO

ALIEN ANTICS

Remember the furious finger twitching as arcade aliens descended on your space station at ever-increasing speeds? Now you can bring that fantastic experience home with the Super NES release of Space Invaders! Not only does this Pak contain the original version of the game, but now it also has multiple graphic features and a great two-player option so you can settle those old grudges about who has the best invader-stopping style! Who says you can't improve on perfection?

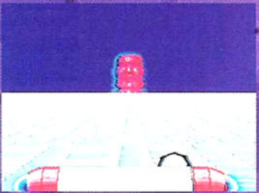
SPACE INVADERS
The Arcade Game

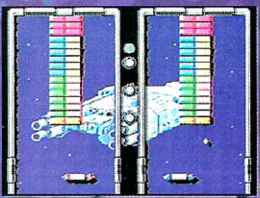

SCORE<1> HI-SCORE SCORE<2>

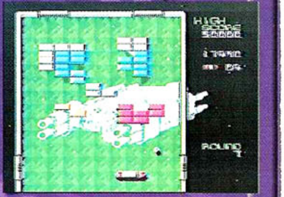


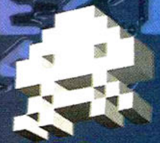
BREAKOUT

Bouncing a computerized ball off a paddle has a long legacy in the history of video gaming, and Arkanoid took this style of play to brave new places. With its strangely epic story line and its fabulous bash-the-bricks simplicity, this game was, and still is, the epitome of style and fun. And while the original version of Arkanoid is left intact in the Super NES Pak, this update also includes a cool two-player option and an edit option that lets you create your own customized levels!

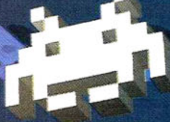




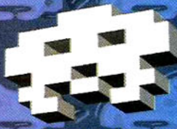

HIGH SCORE
ROUND 1



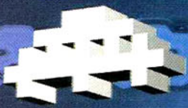
30 Points



20 Points



10 Points

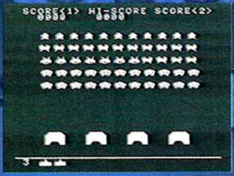


Random

If you hit the UFOs that fly across the screen, you'll receive a random number of points, 50, 150, or 300.

The Same Sensation

While some great new features have been added to Space Invaders, the classic game play remains the same: Rows of aliens slowly rain down from above, while you do your best to blast them into oblivion from the bottom of the screen. There's really no way to wipe out your extraterrestrial enemies, but the different alien ships have varying point values–and getting the highest score is still the real point of the game.

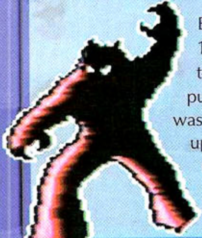


Each stage starts with this invader formation, but gets a bit lower with every level.

One-Shot War

Your forces are slow-moving crafts that can't reload until a shot hits an alien or goes off the screen. This can be frustrating if you're used to rapid fire, but it makes you think and move strategically.

MAINSTREAM INVADERS

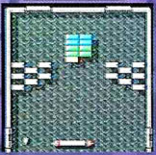


Before Space Invaders debuted in 1978, video games were relegated to arcades and smoky lounges. The public demand for this popular game was so great that consoles soon popped up in convenience stores and restaurants–places where you expect to play video games today.

A BETTER BASH

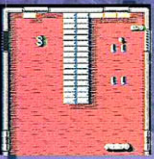
The goal in Arkanoid is to destroy level after level (99 in all) of formations using a scout ship as a paddle and a bouncing ball as a brick basher. It may sound similar to some other brick-breaking games, but Arkanoid incorporates lots of cool features that set it apart from the crowd. A big addition to basic paddle-ball play is the assortment of power-up capsules hidden within some of the bricks. We've listed the capsules and their power-up effects below. If you catch these capsules as they fall from above, they'll upgrade your scout ship.

E



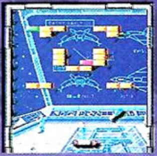
An E capsule extends the length of your scout ship to almost twice its original size.

L



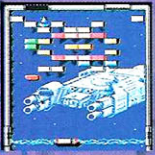
L capsules equip your ship with dual lasers, which are very handy for breaking bricks.

M



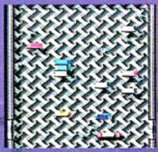
The M capsule enables the bouncing ball to destroy multiple bricks at once.

T



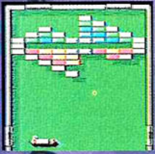
A T capsule makes a force field behind your ship that deflects a missed ball only once.

D



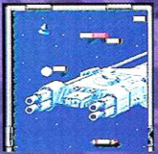
This capsule puts eight balls into play, so keep bouncing them for as long as you can.

G



The G capsule glues the ball to your ship until you've pressed the proper release button.

B



Catching a B capsule makes a warp portal appear, leading your ship to a higher level.

P

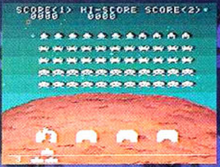
The very special (and very rare) P capsule adds one extra scout ship to your armada.

S

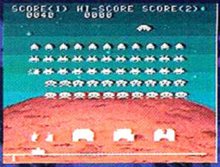
If your ship is modified in any way, the S capsule changes it back to its normal form.

Staying Safe

If you want to shoot invaders while maintaining a defensive position, try building snipers' nests behind your shields. Blasting a narrow hole through the barricades allows you to attack the aliens while keeping relatively safe from return fire. Your nests won't last forever, but you can do a lot of damage before they're destroyed.



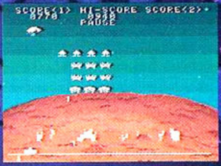
Try building your first nest at one of the two outer barricades.



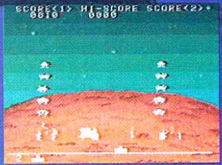
Now you can shoot while some sections of your ship stay shielded.

Sharp Shooting

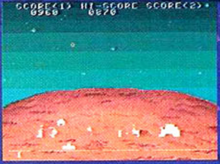
A good strategy for fighting invaders is to focus your fire on the outer vertical rows of aliens before you start blasting out the middle forces. Not only will you avoid splitting up the invaders into separate groups (a much harder formation to defeat), but you'll also create a clear firing line between you and the UFOs. When you've whittled down the enemy to just a few foes, stay in one spot and time your shots well. If you chase them around the battlefield, you're sure to be beaten.



If you destroy the outer forces, there will be nothing but air between you and the UFOs.



If you split the invaders up into separate groups, you're going to meet with defeat!



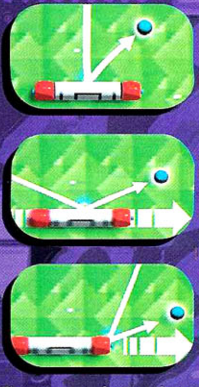
When one invader is left, stay still and wait for it to move into your line of fire.

OTHERWORLDLY INNOVATIONS

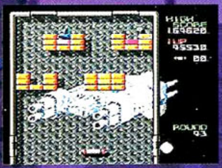
Most '70s-vintage video games were based on the "Pong" model of paddles and bouncing blips, but Space Invaders did much to revolutionize game play concepts. SI's alien hordes were among the first characters to appear in a video game, and playing the game was based much more on instinct and feel, which software analysts now refer to as "intuitive play control."

Ball-istics

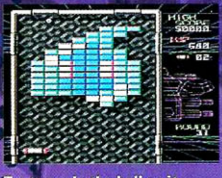
The way the ball bounces off your scout ship is not completely random in Arkanoid, but you definitely don't have total control over its direction. Basically, the angle of a bounce is determined by where the ball hits the ship and by your craft's side-to-side movements.



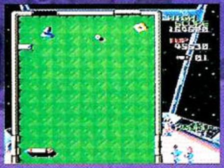
There are two factors that affect the action of the ball: the angle at which it hits your ship and the sideways movement of your ship when it hits.



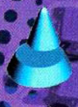
Gold bricks can't be broken so directing the bounce is pretty important.



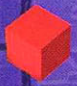
Try to angle the ball so it breaks through the bricks from above.



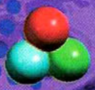
When the level's almost clear, pummel opponents for extra points.



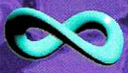
The cones just get in the way of the ball, but you can bust'em for bonus points.



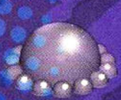
Blast them fast or the cubes will turn into extra blocks that have to be broken.



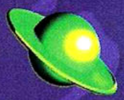
The triple orbs sometimes split into three balls and blast through a few blocks.



Wait for the infinity's force field to drop, then hit it to score bonus points.



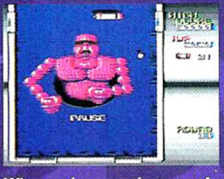
These odd and unbeatable bubbles will teleport your ball to random locations.



These little planet-like opponents destroy bunches of bricks when they explode.

Dark Enemies

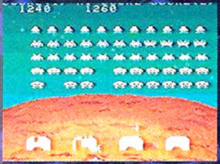
Most of the minor foes are little more than nuisances, but after completing a set of 11 levels, you'll face a major enemy. They can be awfully tough to defeat, but with a little quick thinking and some clever strategy, you'll tear them apart in no time.



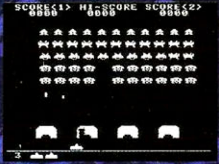
When you're up against one of the game's nine major bosses, search for its weak spot.

CLASSIC COLORS

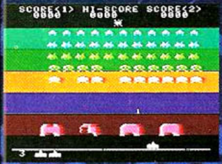
One of the coolest features of Space Invaders is the option to play on any one of four classic game screens. Each of the color schemes come from a different arcade version of the game. You might have a favorite if you played the arcades in the early days; if you didn't, you can check out the retro options.



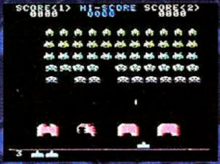
The classic design had white invaders on a full-color backdrop.



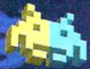
The original Invaders had basic black-and-white graphics.



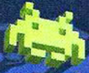
The "cellophane" screen displayed a rainbow of unusual stripes.



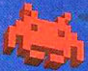
Another version had full-color invaders on a basic black background.



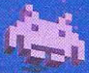
Aliens the color of your ship drop your foe's rows (and vice versa).



Destroying a green invader will wipe out a whole horizontal row.



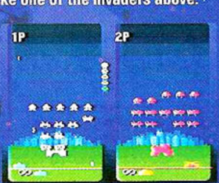
Shooting the red invader will make the rows of both players drop.



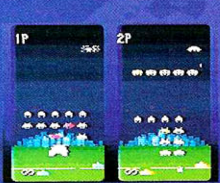
If shot, this alien randomly acts like one of the invaders above.

SPACE FOR TWO

The two-player Vs. Mode is a great addition to an already stellar Pak. With the use of a split-screen, players compete to clear their own airspace while trying to keep their adversary overrun with invaders. Besides giving you the option of picking the number of matches, the individual skill level, and the number of ships on your side, this mode also gives you new types of aliens to destroy.

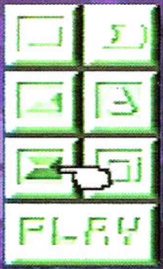


The old strategy of clearing out the side rows still works well.

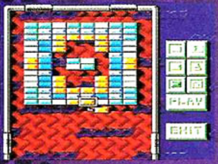


If you can hit a UFO, you and your adversary will swap invaders!

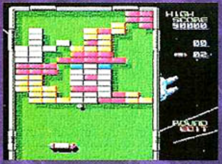
ARRANGE A STAGE



A terrific feature of this Arkanoid Pak is an editing mode that lets you design your very own levels. Whether you want to build up your block-breaking skills or you're just expressing your creative side, you'll get the chance to position three types of bricks, pick the placement of capsules, choose the foes that you'll face, and even decide on a backdrop!



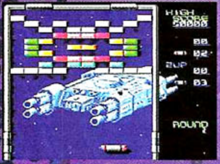
A tough design like the one shown above can put your block-breaking talents to the ultimate test.



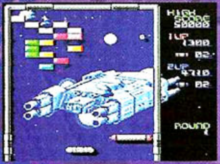
Perhaps you'll decide that the sillier and stranger level designs can be much more fun to play.

TWO BLOCK BASHERS

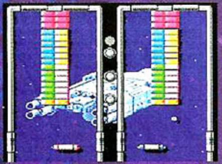
Arkanoid has three two-player modes, two that serve up heated competition, one that requires cooperation. In one mode, players take independent turns, in another they run a split-screen race to see who can finish off a stage first, and in the third, they work together to clear the same stages.



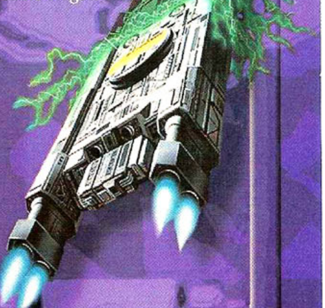
Players take turns clearing blocks in the classic two-player game.



The cooperative mode has players team up to clear the screen.

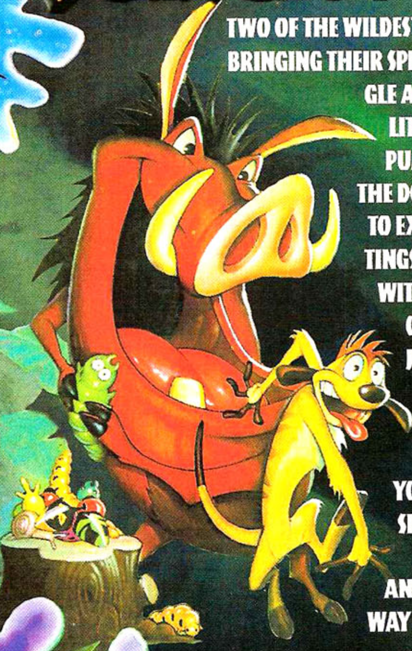


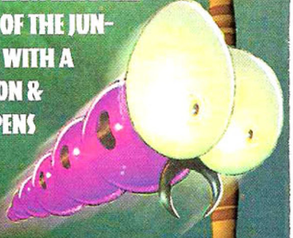
Players need to have great strategic skills to win at this game.



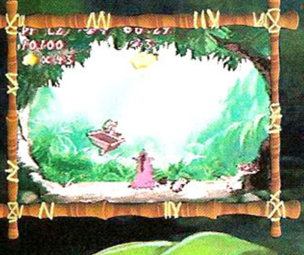
DISNEY'S

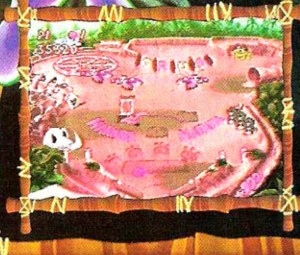
TIMON & PUMBAA'S JUNGLE GAMES

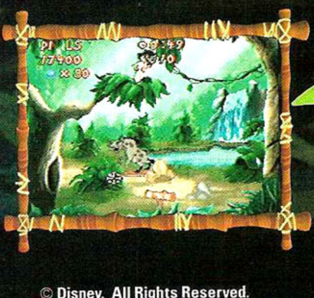


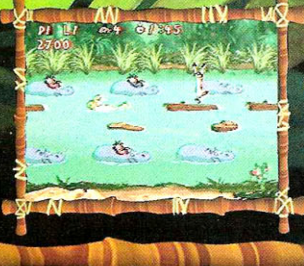


TWO OF THE WILDEST CHARACTERS FROM THE LION KING ARE BRINGING THEIR SPECIAL BRAND OF FUN OUT OF THE JUNGLE AND INTO YOUR SUPER NES WITH A LITTLE HELP FROM THQ. TIMON & PUMBAA'S JUNGLE GAMES OPENS THE DOOR FOR LION KING FANS TO EXPERIENCE FAMILIAR SETTINGS AND CHARACTERS WITH FOUR LIGHT-HEARTED GAMES OF SKILL. THE GRAPHICS AND SOUND ARE THE BEST IN THE JUNGLE, BUT THE CHALLENGE IS NICE AND EASY, MADE FOR A YOUNGER AUDIENCE. WITH THE WORLD'S FAVORITE WARTHOG AND MEERKAT, YOU'LL HOP, SHOOT, SPLAT, BURP, SWAT, AND FLIP YOUR WAY TO FUN.









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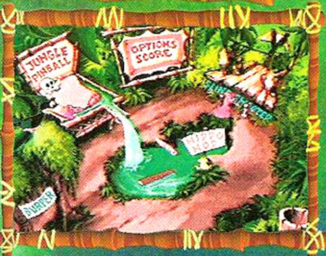
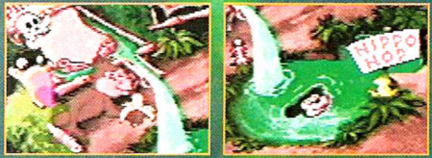
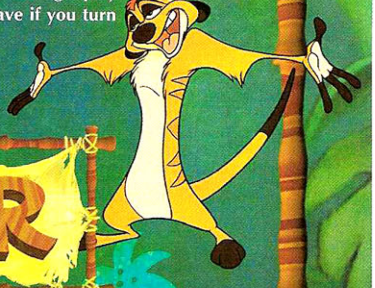


JUNGLE JAM

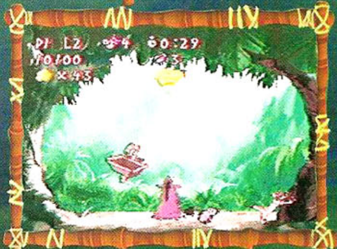
There's more to do in the jungle than just eat or be eaten. Timon and Pumbaa have found four fun ways to pass the long jungle days. In the jungle clearing, you'll notice five billboards, including signs for Jungle Pinball, Hippo Hop, Burper, Sling Shooter and Options/Scores. Each game is simple to understand and play, but maybe not be quite so simple to master. The Options include difficulty settings, one or two player alternating options, and controls for music and sound effects. The scores reflect your highest score during a play session, but they don't save if you turn the game off.



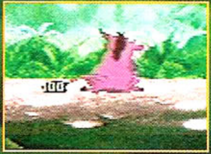
Just point at a sign and Timon and Pumbaa will race over to it, anxious for the chosen game to begin.



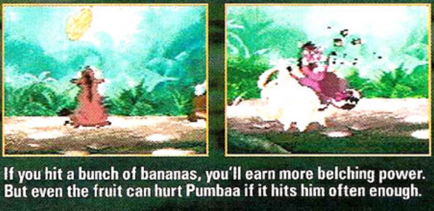
BURPER



The strangest of the Jungle Games is Burper, in which Pumbaa the warthog takes center stage. As Pumbaa, it's your job to burp, belch and swat the collection of falling fruit, bugs, beasts and assorted objects (including the kitchen sink) that fall from the jungle canopy overhead. The power of a Pumbaa belch is such that it can split a coconut or shatter a sink. His tail is pretty handy, too, able to flatten a bug with a single swat. But if Pumbaa gets beaned by enough bananas or pears, he will stagger about and fall over with a terrible headache. You can dodge to either side or destroy threats with dainty burps or thunderous belches. That's the best strategy. Stay in one place, burping at the objects falling from directly overhead and thumping bugs with your tail as they crawl within range. The pace quickens as you reach new levels.

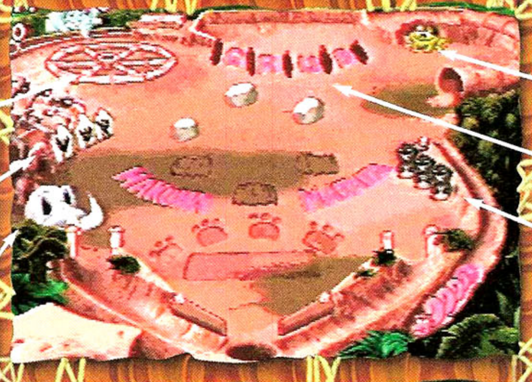


Pumbaa's tail has a good range and is capable of scoring points by swatting bugs.



If you hit a bunch of bananas, you'll earn more belching power. But even the fruit can hurt Pumbaa if it hits him often enough.

JUNGLE PINBALL



The elephant wheel gives you special options.

Knock down the hyenas to spell Hakuna Matata.

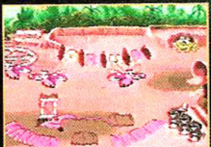
Extra balls are delivered along the skeleton track.

The frog shoots the ball back into play.

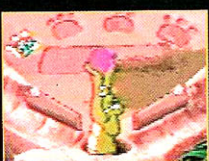
Light up the GRUB letters to score big points.

Hit the gophers to activate the paw-print multipliers.

BE A PINBALL LIZARD



With each flipper movement, the lighted letters in GRUB change.

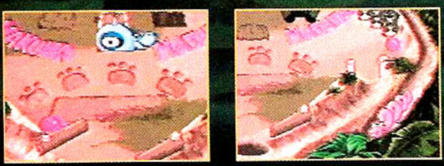


The gator returns the ball to play when you have Save Ball activated.

Jungle Pinball will keep pinball wizards looking for lizards, not to mention other forest dwellers, while racking up huge scores. The board features three paddles, lots of Lion King characters who keep popping up from the hatches in the middle of the board as targets, and plenty of action along the side bumpers to keep your aiming skills sharpened. Long after you've tired of Burper and the other games, Jungle Pinball will keep players involved.

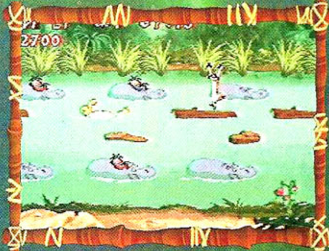
PINBALL SAFARI

Here's how to earn big points in Jungle Pinball. If you knock the ball into one of the open hatches, the ball appears in the elephant wheel where it activates Double and Triple options. Even if you don't get the multipliers, you'll get something good such as an Extra Ball or Save Ball. Lighting up the Hakuna Matata sign by bopping hyenas results in a big score. Keep the ball in play by nudging it using the tilt jiggle button, but only hit it once or twice in a row to avoid tilting.

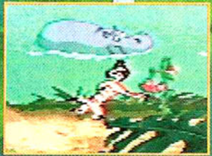


Critters pop out of the central hatches, offering themselves as targets. If you catch the ball, you can wait and hit the animals. When the ball is on the side, use the tilt jiggle to clear it.

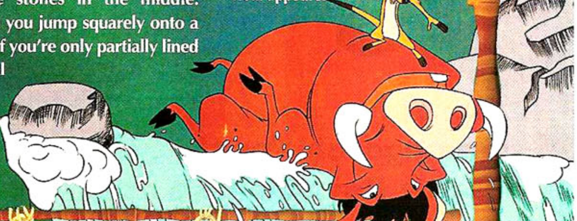
HIPPO HOP



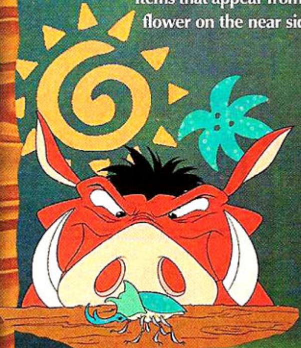
This game is very much like Frogger, the classic arcade game. Timon must use the drifting hippos and logs to collect bugs and points. You can jump on the stones in the middle of the river, as well, but watch out for the gators who pass by, paddling on their backs. There's not a lot of strategy, but it is easiest to reach any given point on the river from the stones in the middle. Also, make sure you jump squarely onto a passing object. If you're only partially lined up, you'll end up feeding the fish. Look for special items that appear from time to time and ring the flower on the near side of the river.

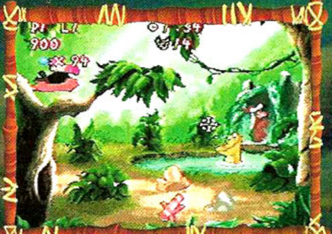


Cross the river, then return to the near bank and ring the flower. A special item appears.

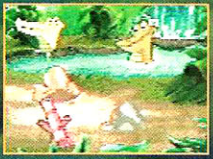


SLING SHOOTER

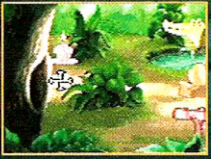




Sling Shooter is your basic shooting gallery, only you don't want to shoot everything, just the "bad" animals. Although it can be hard to tell the difference between good and bad animals, the action is fast and fun. Animals, birds, fish and even swarms of bees appear in the scene. If you hit bad animals, you'll earn points. But if you bean a goodie, you'll lose points. Fake animals—the ones that look as if they were pasted together using cardboard—are always worth something. You can activate special events, too. For example, if you shoot the fish in the waterfall, you'll open a hidden cave. When you size it all up, Sling Shooter and the other Jungle Games have enough surprises to keep young Lion King fans roaring.

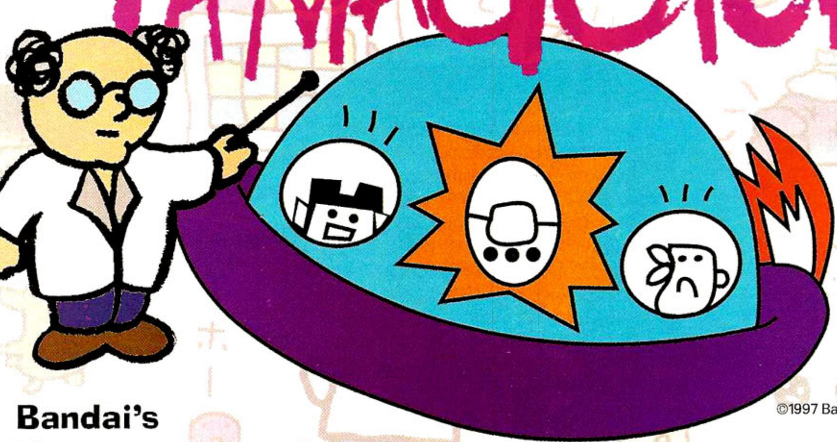


The real alligator turns out to be a good guy. Save your ammo for the cardboard gator.



If you shoot the bird's egg, it will turn into a special cupcake.

TAMAGOTCHI™



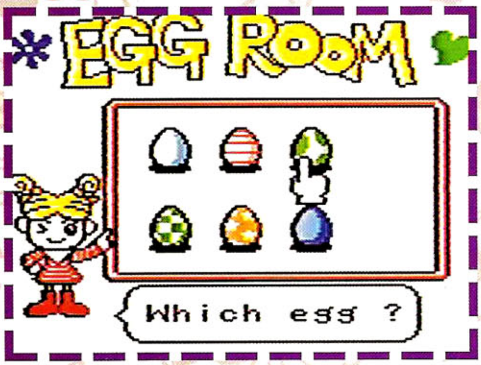
©1997 Bandai

Bandai's Tamagotchi for the Game Boy will have new creatures and new features when it's released this fall. Check out the latest developments in Tamagotchi tech.

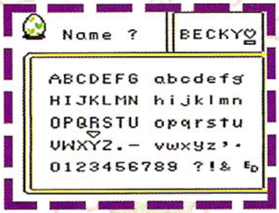
Virtual Fun

Chances are you know at least one person who has adopted one of Bandai's immensely popular Virtual Reality Pets, otherwise known as Tamagotchi. Now the Tamagotchi are being rounded up and turned into a Game Boy game, and they'll be gaining new features in the process. The new version will include 12 new characters, a save feature (which will allow you to turn off your Game Boy and return to your pet later), the option to care for up to three pets at once and the ability to set the game clock's speed. Even if you already own a Tamagotchi, the Game Boy version will be more than worth checking out.

Egg-cellent Choice



Which egg ?



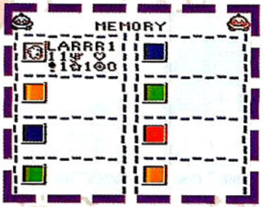
Name ? BECKY

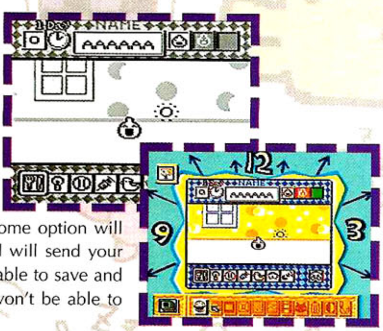
As in the original game, the point here is to keep your virtual pet healthy and happy for as long as possible, until it returns to its original home in cyberspace. When you start a new game, you'll be sent to the Egg Room to select and name your pet. Your Tamagotchi will then be transported to its new home where it will hatch.

Home Sweet Home

Most of your time will be spent on the Home screen caring for your Tamagotchi and monitoring its progress as it grows and morphs into new forms. While you'll have to take care of most functions manually through the Home control panel, the game will save automatically with no commands from you. Be warned: the Home option will not take you to your pet's Home. This command will send your Tamagotchi back to cyberspace. While you'll be able to save and view its final stats on the Memory screen, you won't be able to access it again.

MUSIC
BGM
SE
SPD
CHR





Control Panel

We don't think parenting will ever be easy, but feeding, cleaning and monitoring your Tamagotchi will be a snap with the comprehensive Home control panel. We've outlined each of the panel's buttons and its function. To activate a button on the control panel, simply use the Control Pad to highlight it and press the A Button.

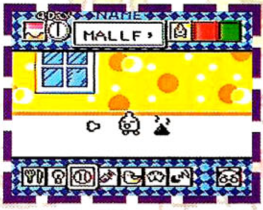
If you're having a problem or you need some advice, check with the Professor. He has the answers to some of the more common questions on Tamagotchi parenting.

The original Tamagotchi operated in real time. In this version, an hour of game time passes in minutes. Press the Clock Button to speed up time while your pet is asleep.

If you're caring for more than one Tamagotchi, each will have its own Home screen. Highlight a pet and press A to visit it.

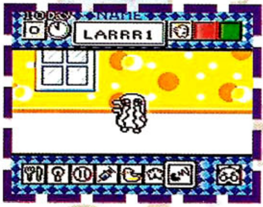
The rest of the control panel is laid out along the bottom of the Home screen. You'll be able to control every aspect of your Tamagotchi's environment and upbringing, from feeding and cleaning it to playing educational games and entering it in daily tournaments.

Flush



As with all living things, the Tamagotchi eat and, well, for want of a better term, poop. The Professor has yet to come up with a method for potty training the little buggers, so you'll end up with a bit of a mess several times daily. Luckily for you, you can clean things up with a touch of the Flush button.

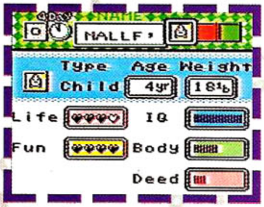
Praise/Scold



This is one of the more mysterious areas of Tamagotchi care. Praising and scolding are important tools for developing your Tamagotchi's character, but you must be careful how you use them. A Tamagotchi will often react well to praise, but too much praise can turn a good-natured pet into a spoiled brat. On the flip side, a scolding can be good discipline for a naughty Tamagotchi, but if you're too harsh, it may become bitter and resentful.

Health Screen

The Health Screen will give you an overall picture of your Tamagotchi's development. If your pet is upset or sick, this is the first place you should look before deciding what to do. If the Life meter is low, you'll know that your pet is hungry. If the Fun meter is empty, then it's time for a snack or an amusing game. An empty Deed meter may indicate that your pet has poor character or is spoiled.

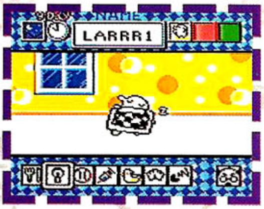

NALLF

Type	Age	Weight
Child	4yr	18lb

Life ♥♥♥♥ IQ
Fun ♥♥♥♥ Body
Deed

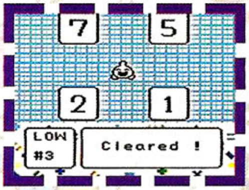
Light Switch

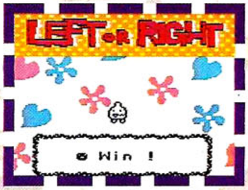
When it's time for a nap or a good night's sleep, be sure to turn off the lights. If you leave them on, your Tamagotchi may not sleep well. That can affect its mood and, in the long run, its overall character. The lights will snap back on automatically when Fido wakes up.



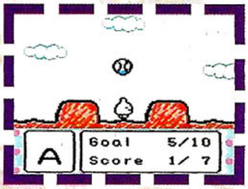
Tamagotchi Games

Tamagotchi games are not only fun, but educational as well. You'll find yourself playing the Smile game a lot to keep your pet's Fun meter filled to capacity, but you'll also have to play the Study game to develop its IQ and the Sports game to help it build a strong body. Your Tamagotchi may refuse to play a game at first, but it will often change its mind if you ask again a little later.



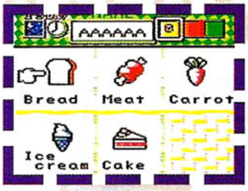


Watch your pet and press Left when it looks to the left or Right when it looks to the right.



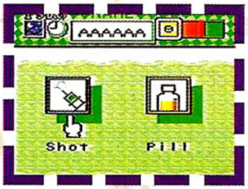
In the Sports game, you can make your pet look in a given direction but it will move on its own.

Meals and Snacks



To help ensure that your Tamagotchi grows up to be a healthy adult, you must feed it good food on a regular basis. Rather than letting your pet go hungry and then making it pig out, check its Life meter often and keep it at a consistent level. Each Tamagotchi has a favorite type of food, but giving it a bit of variety once in a while can't hurt it. Ice cream and cake will build up your pet's Fun meter, but those empty calories won't do anything for its Life meter. Don't give your pet too many sweets, especially when it's young. Besides getting stomachaches, your pet may eventually morph into a character that is always in ill health.

Medicine

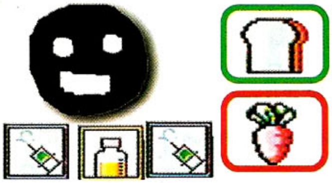


If a black skull icon flashes on screen, that means your Tamagotchi is sick, and you'll have to give it a shot or a pill to cure it. Illness is brought on by bad care, so pay attention to your pet's needs. General neglect results in the flu, too many snacks cause stomachaches and failing to Flush causes diaper rash. Different types of Tamagotchi may need different cures for the same ailment. On the following pages, we've outlined basic information on each Tamagotchi type, including which medicine to use for a given illness. Beneath each Tamagotchi is a series of three boxes. The first box shows the cure for the flu, the second shows the cure for a stomachache and the third shows the treatment for diaper rash. Young Tamagotchi may need a double dose of the appropriate medicine.

Tamagotchi Types

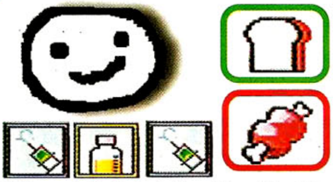
As a Tamagotchi matures, it will morph into different forms. We've listed the various types on the following pages according to their relative ages, but keep in mind that there's no set pattern to Tamagotchi development. Individual Tamagotchi may morph at different ages, and there's no guarantee that a Marutchi, for example, will always develop into a Tamatchi. As we've said all along, your care will affect your Tamagotchi's growth at every stage of its life, as well as determine its lifespan.

Babytchi



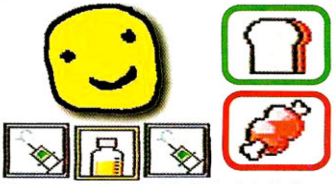
This Tamagotchi hatchling's favorite food is bread (outlined in green), while its least favorite food is carrots (outlined in red). Feed it steadily.

Shirobabytchi



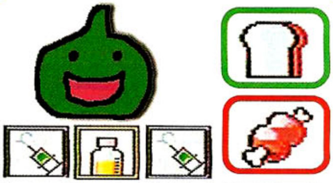
All Tamagotchi will start off as either a Babytchi or a Shirobabytchi. Shirobabytchi's favorite snack is cake, but make sure to feed it a proper diet.

Marutchi



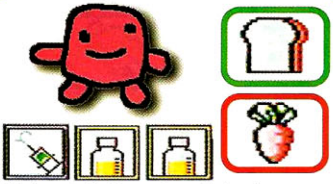
The round-faced Marutchi is distinguished by its happy-go-lucky attitude. It's fond of naps, so turn out the lights when it starts yawning.

Tonmarutchi



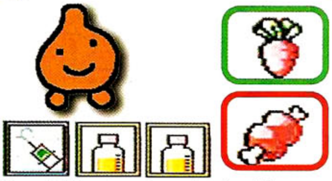
Tonmarutchi may look like Marutchi, but it's much grumpier than its cheery cousin. It's a nervous sort and likes to hide in small or narrow spaces.

Tamatchi



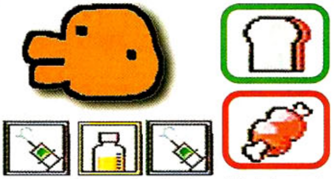
This is probably the most crucial stage in a Tamagotchi's life. If you care for a Marutchi very well, it will morph into an active Tamatchi.

Tongaritchi



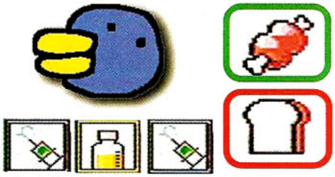
Tongaritchi is not much more developed than Marutchi or Tonmarutchi. It's slow and spoiled, and you'll have a tough time building its Deed meter.

Kuchipatchi



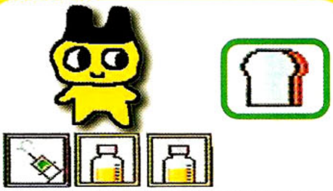
Mellow and easy going, Kuchipatchi isn't demanding, but it's not ambitious, either. Some extra tutoring will be required to develop its IQ.

Hashitamatchi



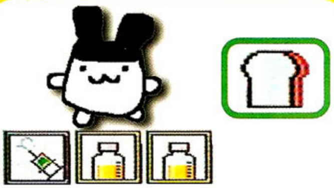
Like Kuchipatchi, Hashitamatchi probably could have used a little more TLC when it was younger. It's usually content, if a bit lazy in the mornings.

Mametchi



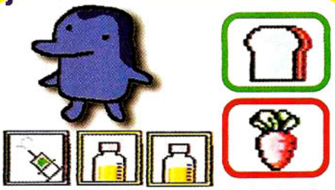
Count yourself a good parent if you end up with Mametchi. It's the Tamagotchi equivalent of a mathematical genius and very polite, to boot.

Mimitchi



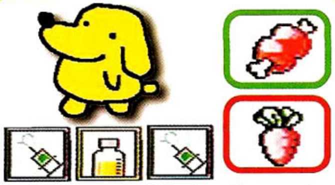
"Mr. Long Ears" loves to study and is not far behind its cousin, Mametchi, in the smarts department. Both would do well in the academic tournament.

Ginjirotchi



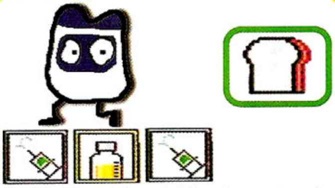
The quirky Ginjirotchi likes to go to bed early and get up late, but sleep must do it a lot of good, since it always has a pleasant disposition.

Pochitchi



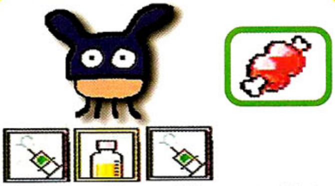
Pochitchi's happy face belies its stubborn streak. This dog-like creature likes imitating Earth canines, but it could use some obedience training.

Maskutchi



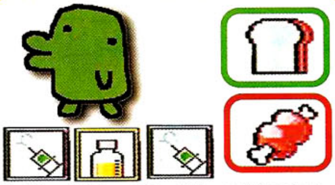
Maskutchi likes to learn, but it can be cranky and a little mean at times. It has the unnerving habit of staring out at you from dark corners.

Zukitchi



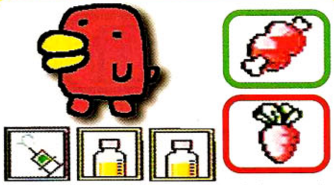
This four-legged Tamagotchi likes to pretend that it's the superhero Zukin ("masked man"), but it sometimes acts like a villain, too.

Kuchitamatchi



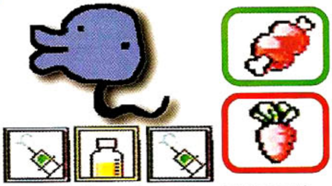
Kuchitamatchi is a middle-of-the-road kind of guy. It's generally quiet and polite, but neither its IQ nor its sports skills will light any fires.

Hashizotchi



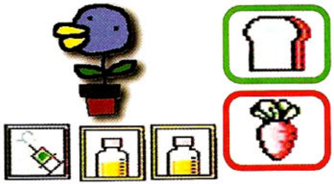
If you neglect your Tamagotchi when he's young, he could turn into a lazy Hashizotchi. This adult Tamagotchi likes naps and not much else.

Nyorotchi



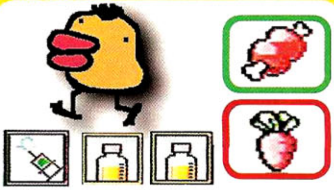
Nyorotchi is the weakest of the adult types. It's often ill and always hungry. It complains a lot, and neither praise nor discipline will help it.

Kusatchi



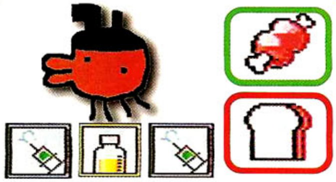
This strange, plant-like creature needs lots of sun (for photosynthesis) but just a little food. It likes to stay up all night and sleep during the day.

Tarakotchi



A voracious appetite and smelly feet are just two of the infamous Tarakotchi's vices. It's also surprisingly selfish for an adult Tamagotchi.

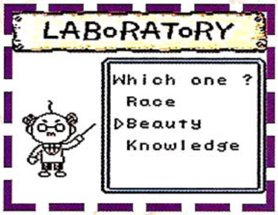
Takotchi



Takotchi has modeled itself after Earth squid, but its multiple limbs don't give it any advantage in sports. It's an average adult Tamagotchi.

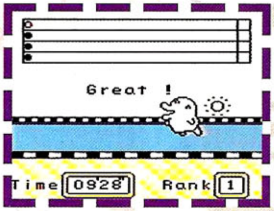
Tournament

If your Tamagotchi is particularly developed in one area or another, you might consider entering it in one of the Tamagotchi Tournaments, held daily between noon and 4:00 p.m. There's a Race for good athletes, a Knowledge test for scholars and a Beauty contest for Tamagotchi of good character. If your Tamagotchi wins any one of the contests, it may qualify for the Tamagotchi Hall of Fame. If you're interested, visit the Professor promptly at noon to sign up.



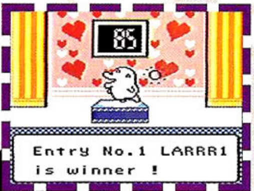
LABoRAToRY

Which one ?
Race
▷Beauty
Knowledge



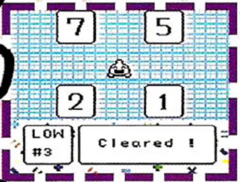
Great !

Time 0928 Rank 1



85

Entry No.1 LARRR1 is winner !



7 5
2 1

LOW #3

Cleared !

Crave the Egg

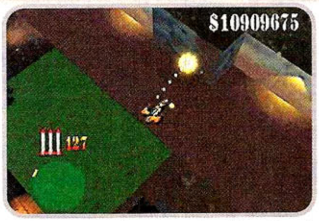
When Bandai released the original Tamagotchi in North America last spring, one of our staffers braved long lines and crazed consumers to secure us a supply of the brightly-colored eggs. We were taken with them immediately, and though their insistent beeps often sounded at inopportune times ("Could you hold on to those sales figures for just a sec? Buffy needs a flush!"), no one seemed to mind the demand for time. Once, a colleague of ours even turned around halfway through his morning commute to retrieve his beloved (but momentarily forgotten) Tamagotchi from home, only to find that it had expired in the meantime. Now with the Game Boy version's save feature, adoptive parents will be able to tuck their Tamagotchi away before class or that important meeting with clients, knowing their virtual pets will be safe when they return. All those "Tamagotchi day care" workers may soon find themselves out of their jobs!

COUNSELORS' corner

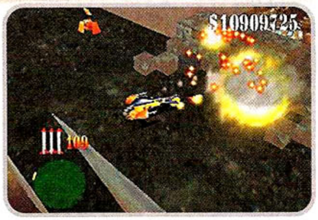
BLAST CORPS

WHERE IS THE SCIENTIST IN TEMPEST CITY?

On the right side of Tempest City stands a massive, gray warehouse. If you keep aiming your Ballista missiles at the middle of the structure, the lights on the building will eventually flicker and go out, and you'll discover a ramp leading up to the roof. Drive up the steep incline and shoot or ram the crates stacked on the roof. The scientist is waiting for you on the other side of the crates.



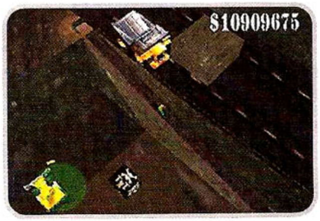
This large warehouse on the right side of Tempest City hides a scientist. Keep shooting it until you find the ramp leading to the roof.



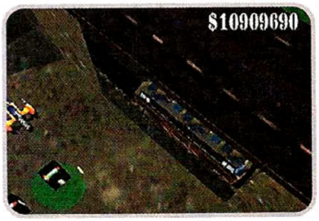
Drive up the ramp and shoot or ram the crates on the roof. You'll find the scientist inside his trailer after the crates are cleared.

? WHERE IS THE J-BOMB IN ARGENT TOWERS? ?

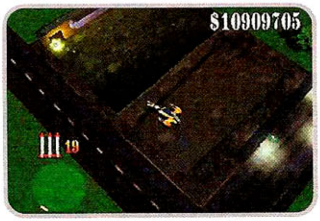
You'll need to find and use four other vehicles in Argent Towers before you'll be able to reach the J-Bomb. Spin the Backlash around and slam the concrete block away from the walkway leading down to the pit containing the Ram Dozer. Get out of the Backlash, run down the ramp, and use the Ram Dozer to push the TNT crate next to the wooden door. After the door is destroyed, you'll be able to get inside the train. Drive the train through the tunnel to the Ballista. Take the Ballista to the other pit on the right side of the stage. Blast the wooden doors in the pit, exit the Ballista, and follow the secret tunnel leading from the broken doors to the J-Bomb.



Slam this concrete block out of the way and head for the Ram Dozer and the TNT.



The train inside the tunnel will take you to the Ballista parked in the adjacent pit.

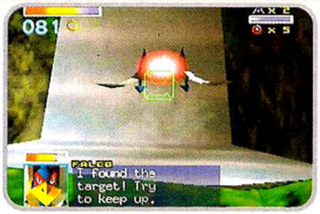


Shoot missiles at the wooden doors in this pit on the right side of the stage to find the J-Bomb.

STAR FOX 64

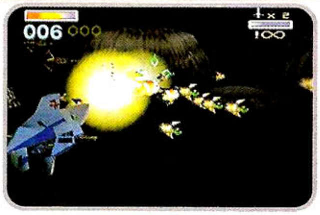
HOW DO I GET THE SUBMARINE?

You'll be able to launch the Blue Marine when you reach Aquas, an ocean planet located on the far side of Sector Y. To get there, you'll have to save Falco and fly through all the stone arches on Corneria, then follow Falco as he leads the Star Fox team to the Attack Carrier. After you down the carrier, you'll fly on to Sector Y. All you need to do is score 100 hits in Sector Y to reach Aquas and the Blue Marine.



FALCO
I found the target! Try to keep up.

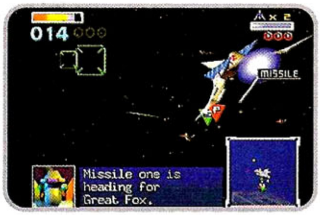
Save Falco, follow him to the carrier, then score at least 100 hits in Sector Y to reach Aquas.



You'll start with the Blue Marine when you reach Aquas. Use the submarine to complete the level.

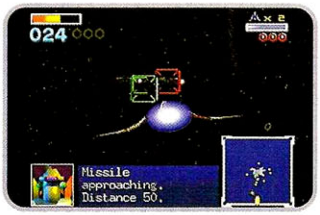
HOW DO I DESTROY THE COPPERHEADS IN SECTOR Z?

The trick to destroying the six Copperhead missiles is to attack with charged lasers as soon as ROB 64 sounds the alarm. The missiles always approach the Great Fox from the left side, and if you charge up your lasers, your Arwing computer will lock on each target. The missiles will be launched in three waves. The safest method for protecting the Great Fox is to engage the missiles while they are far away from their target.



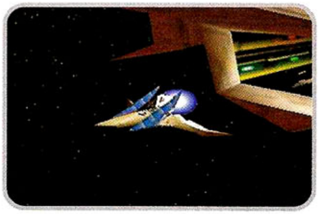
Missile one is heading for Great Fox.

Intercept the six Copperhead missiles aimed at the Great Fox when ROB 64 sounds the alarm.



Missile approaching. Distance 50.

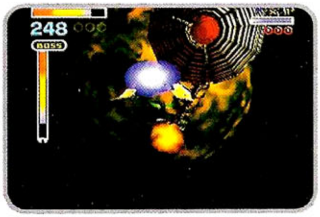
If you charge up your lasers, your Arwing's computer will automatically lock on each missile.



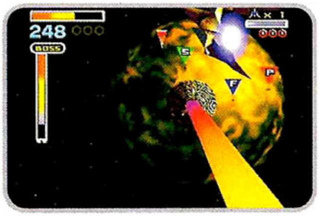
If you have time, you can repair your damaged Arwing by flying through the Great Fox hangar.

HOW DO I DEFEAT GORGON IN AREA 6?

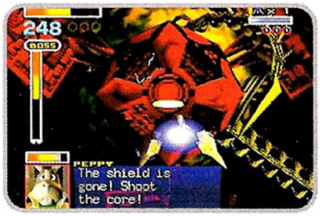
Shoot the three energy balls Gorgon launches at you. Then, as Gorgon shuts its inner bay, start shooting at the clawed tentacles before they can whip out at you. This pattern repeats three times before Gorgon unleashes an energy beam. Barrel roll to avoid the beam and wait until the disk opens again. Shoot the three energy balls and aim for the Gorgon's core. As you shoot, Gorgon will flash, indicating that you're causing damage. Keep shooting until Gorgon is defeated.



Before you can damage Gorgon, you must dodge his energy ball and tentacle attacks three times.



Barrel roll to avoid Gorgon's energy beam. You can counterattack after the beam powers down.



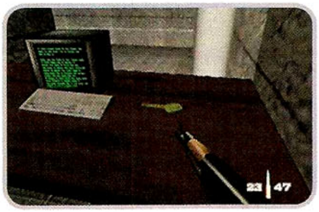
PEPPY
The shield is gone! Shoot the core!

Shoot away the three energy balls, then target the three yellow triangles on Gorgon's core.

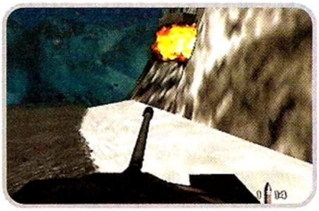
▶GOLDENEYE

WHERE IS THE TANK IN THE RUNWAY STAGE?

You don't have to complete Arkangelsk's Runway Stage on foot. You can drive the tank parked outside the right side of the building where you begin the stage. Grab the airplane ignition key, then run back to the other side of the building to the parked tank. The tank's main gun will make quick work of the missile launcher and the three heavy guns in the runway bunkers.



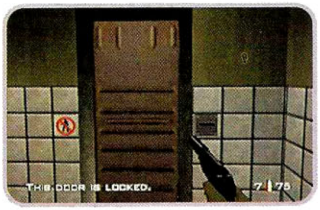
Grab the plane's ignition key, then run to the tank parked on the other side of this building.



Select the tank's main gun as your weapon and quickly dispatch the runway defenses.

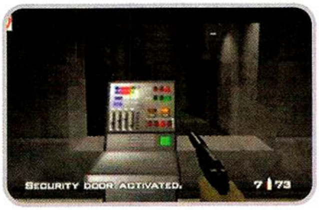
? HOW DO I OPEN THE FACILITY'S LOCKED DOORS? ?

As you explore the Facility, you'll find remotely locked security doors. These doors are controlled by computers. The computers are usually guarded, so you must aim carefully to avoid destroying the terminal. To activate the door, stand in front of the computer and press the same controller button you'd press to open a door. If the computer works, a message will tell you that the door has been opened. If not, wait in the restroom for the scientist carrying the master key card.



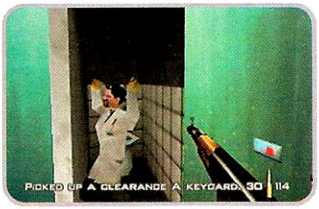
THIS DOOR IS LOCKED.

Some security doors in the Facility are controlled by guards at a remote computer console.



SECURITY DOOR ACTIVATED.

To activate a computer, stand in front of it and press the same button you'd use to open a door.

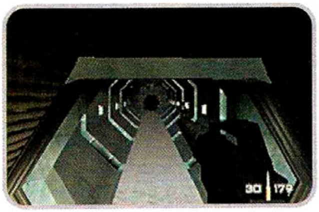


PICKED UP A CLEARANCE A KEYCARD.

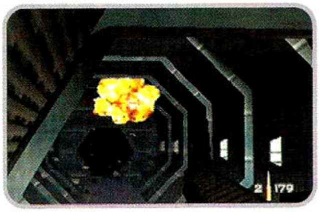
If you destroy a remote console, wait in the restroom for the scientist carrying the key card.

? HOW DO I FOIL ALEC'S WATER CAVERNS TRAP? ?

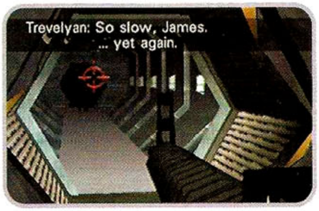
The former 006 has a nasty trap waiting for you at the end of the Water Caverns, but you can foil his plans. Leap through the portal and activate the automatic doors, then quickly retreat and crouch on the left side of the door. Select your AR33 and knock out the drone guns suspended from the ceiling. If Alec can't see you, he won't give his guards the signal to ambush you. With the drone guns eliminated, you can shoot the guards behind you and reach the exit unscathed.



Leap through these automatic doors leading to the end of the Water Caverns, then retreat.



Stand outside the doors on the left side and shoot away the drone guns with your AR33.



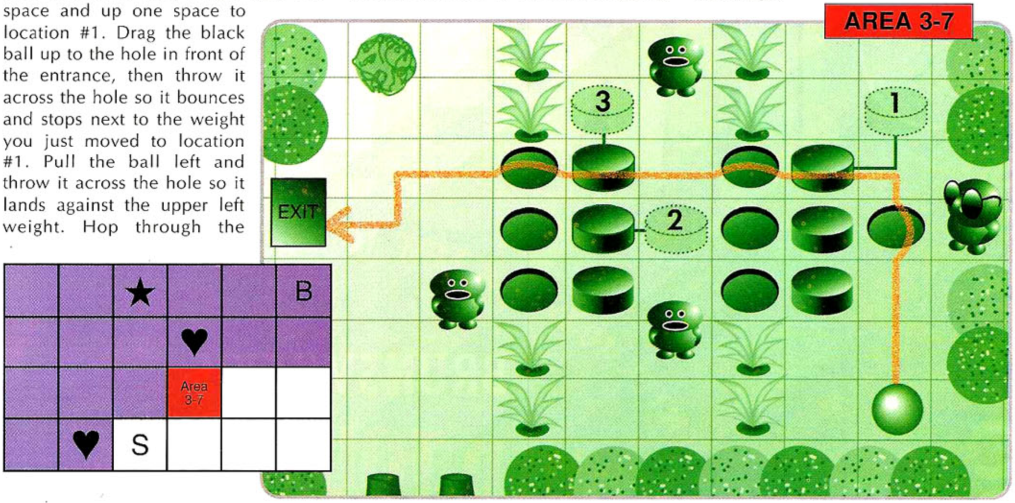
Trevelyan: So slow, James.
... yet again.

When the drone guns are gone, you'll be ready for the guards sneaking up behind you in the corridor.

▶MOLE MANIA

HOW DO I GET PAST THE SEVENTH STAGE IN WORLD 3?

While there are six weights in the seventh stage of World 3, you'll need to move only three of them to solve this tricky puzzle. You don't have to worry about underground obstacles in this stage, but you don't want to plow up any more holes on the surface. Tunnel through the holes and push the upper right weight right one space and up one space to location #1. Drag the black ball up to the hole in front of the entrance, then throw it across the hole so it bounces and stops next to the weight you just moved to location #1. Pull the ball left and throw it across the hole so it lands against the upper left weight. Hop through the holes and push the center left weight right one space to location #2, then slide the upper left weight up one space to location #3. You're done pushing weights around. All you have to do is get the ball to the exit block. Stand on the right side of the black ball and push it up to the edge of the hole. Toss the ball left so it bounces against the trees on the left edge of the screen. Dodge the enemy running back and forth and pull the ball down one space. Push it left until it crushes the exit block. If you're going for a 100% score, be sure to grab the cabbage in the upper left corner. With the exit block out of the way, you're off to the next stage!



▶▶ In the USA Call: 1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

Q&A FAST FACTS

Or write to: Counselors' Corner
P.O. Box 97033, Redmond, WA 98073-9733

In Canada Call: 1-900-451-4400 ▶▶
($2.00 per minute. Callers under 18 need parental permission to call.)

PILOTWINGS 64

Q: How many endings are there?

A: Three. You'll see the best one when you earn perfect scores in all of the missions and the games.

Q: How do I warp from day to night?

A: Select the jetpack and fly into the tunnel above the waterfall.

FIFA SOCCER 64

Q: Why can't I control my goalkeeper in Shootout Mode?

A: You can't control him until the ball has been kicked.

Q: Which teams are the best to choose in the game?

A: Try Germany, Italy, Brazil or Argentina.

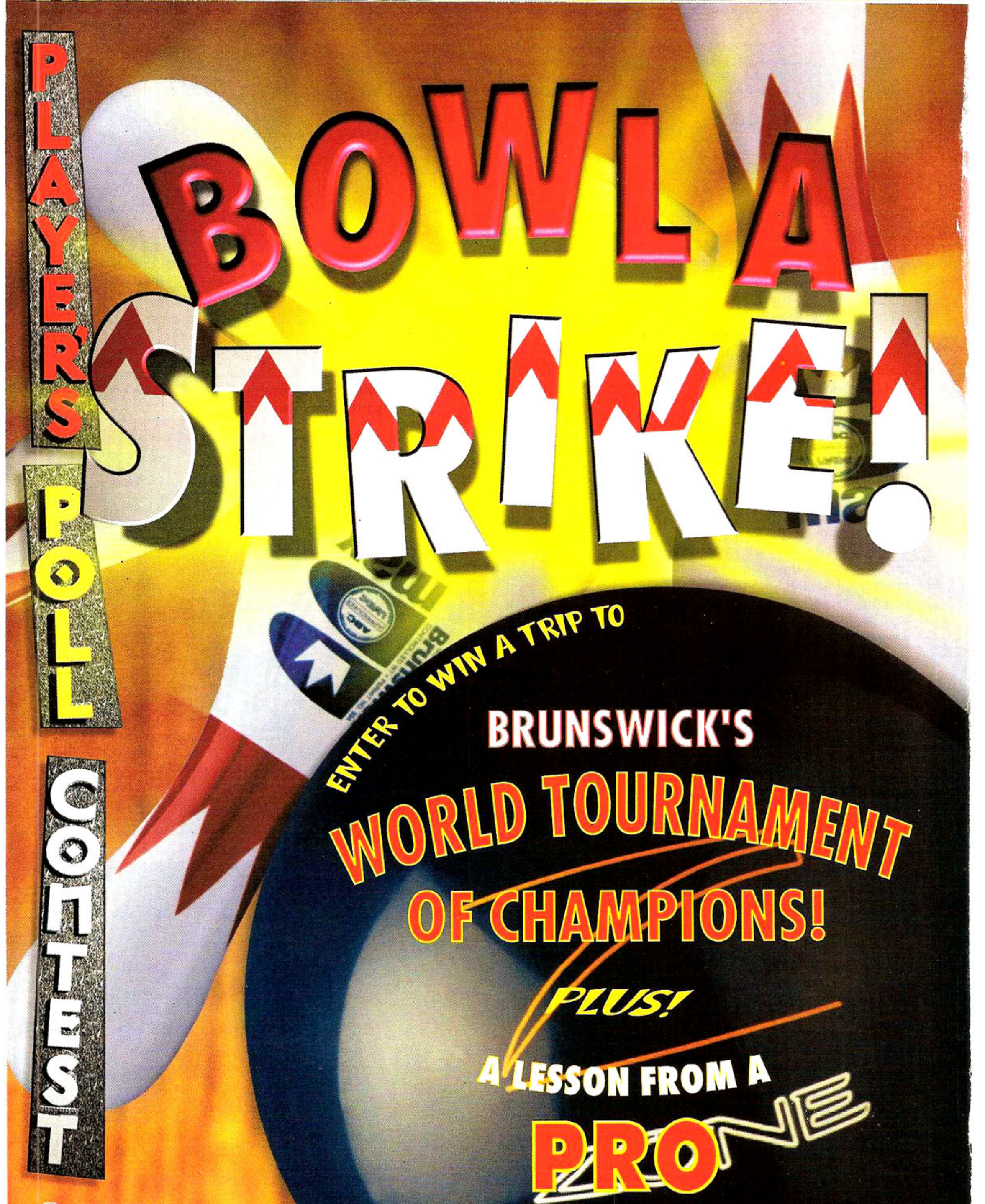
WAVE RACE 64

Q: I topped the best time on a course, but I can't enter my initials.

A: Set the wave conditions to default.

Q: Is there a way to turn off the exuberant announcer's voice?

A: Nope. But you can always turn down the volume on your television.



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Player's Poll—Volume 101

This Halloween you could win some cool treats, but you won't have a ghost of a chance unless you fill out this card! Send it to us, and we'll enter you in this month's prize drawing.

Name ______________________

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Check out the list on page 106, then write down the numbers for your five favorite games in order of preference, with your top choice first.

A. Super NES 1.____ 2.____ 3.____ 4.____ 5.____

B. Game Boy 1.____ 2.____ 3.____ 4.____ 5.____

C. Nintendo 64 1.____ 2.____ 3.____ 4.____ 5.____

D. Which five products are you most interested in playing?
1.____ 2.____ 3.____ 4.____ 5.____

E. How old are you?
1. Under 6 2. 6-11 3. 12-14 4. 15-17 5. 18-24 6. 25 or older

F. Sex
1. Male 2. Female

G. Do you prefer games based on familiar characters (Star Fox 64, Yoshi's Story) or new characters (Banjo-Kazooie, Mischief Makers)?
1. Familiar Characters 2. New Characters 3. No Preference

H. Do you prefer sports games that feature real players?
1. Yes 2. No 3. It doesn't matter

I. Are you interested in games based on movies or comic books?
1. Yes 2. Sort of 3. No, I prefer games based on original ideas

J. Are you interested in Game Paks based on arcade or PC games?
1. Yes, if they're exactly the same as the original
2. Yes, but they should be improved and have bonus features
3. No, not again!

K. Do you like game sequels?
1. Yes 2. No

L. What do you like to see in a game's ending sequence?
1. A long, cinematic finale 2. Bonus options and codes
3. Both 1 and 2 4. The ending is not important to me

M. Do 2-D side-scrolling action games like DKC or Yoshi's Island for the N64 appeal to you?
1. Yes 2. Sort of 3. No

N. Do you like 3-D first-person perspective games such as Doom and GoldenEye?
1. Yes 2. Sort of 3. No

Trivia Question: Which game featured in this issue is based on characters from The Lion King?
Answer: ______________________

Mail in your card now, and keep your fingers crossed!

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SCARE up a victory

With so many new games out this Halloween season, the thought of mastering all of them can be pretty frightening. How do you defeat that spooky boss? How can you creep to the next level? You'll find all of the answers in our back issues and Players' Guides. The pros at Nintendo reveal your favorite games' tricks, treats, and dark secrets—warts and all. And to make your goose bumps go away, spend a dark and stormy night with one of our Graphic Novels. So don't be scared—just send your order form to:

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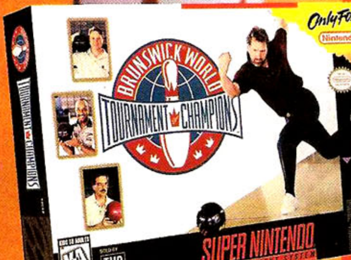
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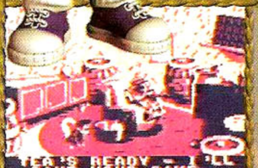
DONKEY KONG LAND III™

back in the swing of things

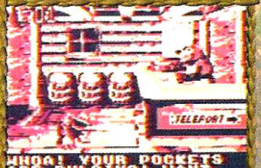
Loosely based on DKC 3 for the Super NES, Donkey Kong Land 3 for the Game Boy will feature familiar faces in all-new stages. Some details of the game may change before it's released, but this overview will give you an idea of the many dangers Dixie and Kiddy will be facing.

Wrinkly Refuge & Sheepy Shop

Wrinkly Kong will dole out humor, advice and game-saving services from her Wrinkly Refuges, while the Brothers Bear will host friendly card-matching games at their Sheepy Shops. No matter which area you're in, you'll find them.

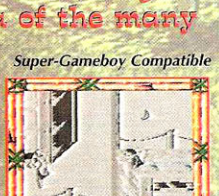


TEA'S READY - I'LL SAVE YOUR GAME WHILE YOU DRINK IT.



WHOA! YOUR POCKETS ARE BULGING! WANT TO PLAY CARDS?

Super-Gameboy Compatible



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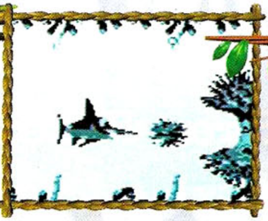
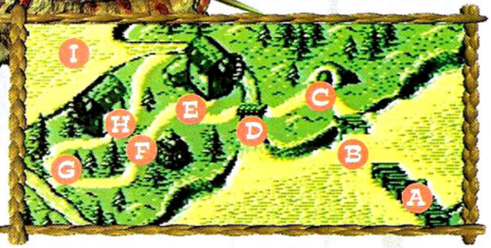
Cape Codswallop

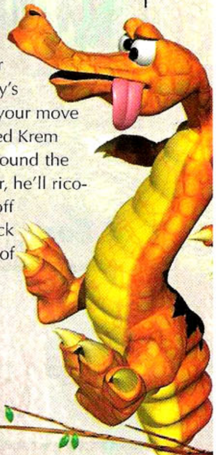
We'll start off our preview coverage of DKL 3 with a look at Cape Codswallop, the perfect training ground for developing your simian skills. Dixie and Kiddy will retain their signature moves in this game, and Kiddy's rolling somersault attack could very well be your move of choice in this area. Rekoil, the rubber-footed Krem of DKC 3 fame, is an ever-present danger around the cape. If he hits you as you're rolling, however, he'll ricochet off your back and out of your life.

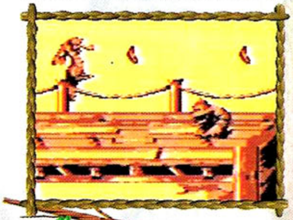


Barbos is the self-appointed Queen of Cape Codswallop. The key to puncturing her pride will be to bat Lurchins at her pointy puss.



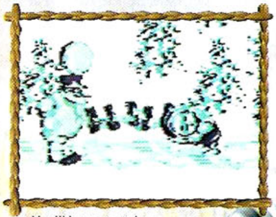
A. Red Wharf
B. Seabed Shanty
C. Wrinkly Refuge
D. Ford Knocks
E. Total Rekoil
F. Sheepy Shop
G. Koco Channel
H. Liftshaft Lottery
I. Barbos Bastion



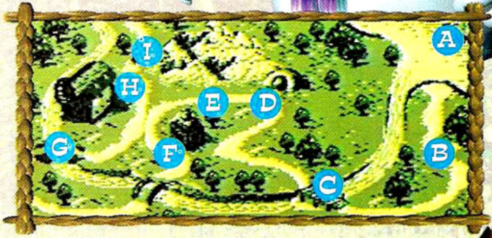


Primate Plains

Primate Plains will feature many more types of landscapes than its name implies, including the frigid environs of Black Ice Blitz and the leafy boughs of Minkey Mischief. If you can find Squawks the Parrot (just one of the five animal pals you'll encounter on your journey) in the tree-based stages, you'll be able to proceed with much less risk to life and hairy limb. Squawks and his egg attack will be more than a match for the acorn-tossing Minkeys.



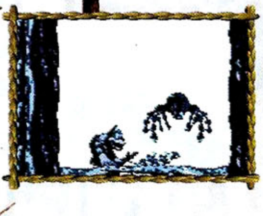
You'll have to take refuge on the roof of Bleak's house while he vents his icy rage.



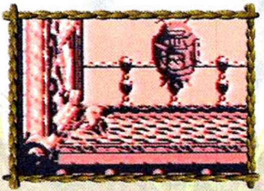
A. Coral Quarrel
B. Minkey Mischief
C. Jetty Jitters
D. Wrinkly Refuge
E. Black Ice Blitz
F. Sheepy Shop
G. Riverbank Riot
H. Miller Instinct
I. Bleak Magic

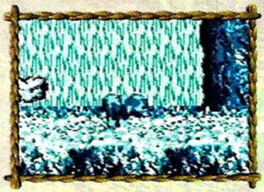
Blackforest Plateau

Blackforest Plateau will include some of the gloomier areas of Donkey Kong Land, including the dank caves of Vertigo Verge and the murky depths of Surface Tension. Look for the rocket-like Booster Barrels in the waterfall stages to launch yourself to the high ground. The guardian of the plateau is an eight-legged oaf named Arich, and finesse will likely be more effective against him than raw power. Kiddy packs a punch, but Dixie's helicopter spin can put you in just the right position to pounce on him as he bounces low on the end of his web.



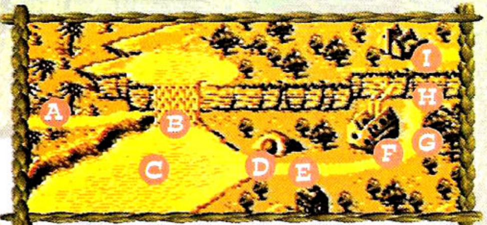
Great Ape Lakes

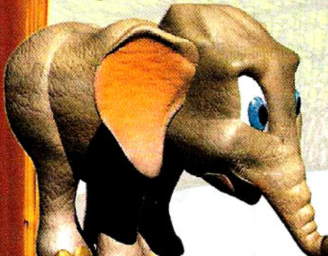




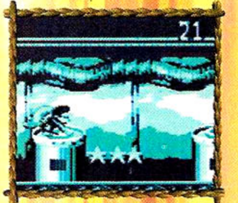
The skies will be sunier in Great Ape Lakes, but your disposition won't be, if the Kremlings have anything to say about it. Ellie the Elephant may be both a help and a hindrance in some of the stages. Though her water spout attack can topple the nearly-indestructible Krumple, it can be awkward to use against other enemies. Kaos will wait for you at the far end of the lakes, and his lightning attack will have you jumping for your life. You'll have to keep an eye out for a way to jump above his metallic noggin.

A. Jungle Jeopardy
B. Footloose Falls
C. Deep Reef Grief
D. Wrinkly Refuge
E. Sheepy Shop
F. Karbine Kaos
G. Simian Shimmy
H. Rockface Chase
I. Krazy Kaos



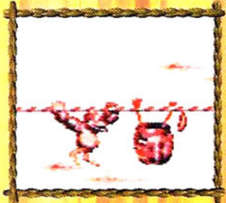


Star Power



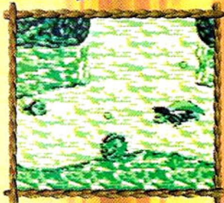
You'll have to complete a challenge in each Bonus Stage to win a Bonus Coin. In some cases, you'll have to collect all the Stars within a time limit.

Bad Boyz

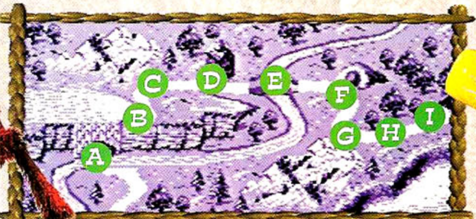


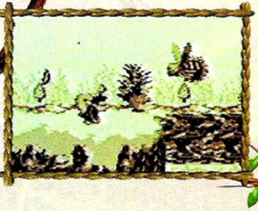
In other Bonus Stages, your task will be to defeat all the local Kremlings before the timer runs out, which is sometimes easier said than done.

Jackpot



Even if you complete a Bonus Stage challenge, you'll often have to search the stage for the Bonus Coin.

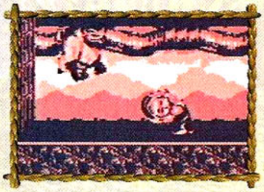




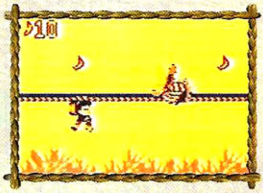
A. Rocketeer Rally
B. Vertigo Verge
C. Polar Pitfalls
D. Sheepy Shop
E. Surface Tension
F. Wrinkly Refuge
G. Tundra Blunda
H. Redwood Rampage
I. Arich Attack

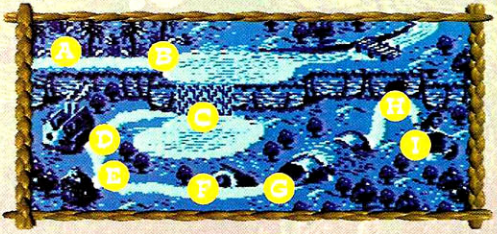
Tin Can Valley

Tin Can Valley will be the last regular area you'll explore before you enter the Lost World, and it has as diverse an environment as you'll find anywhere in Donkey Kong Land. In some stages, you'll have to switch back and forth between Dixie and Kiddy constantly to defeat the ever-changing dangers around you. In Tropical Tightropes, for example, you'll need Kiddy's somersault attack to deal with ground-based attackers, while Dixie's helicopter spin will give you the needed maneuverability to weave through the maze of "conveyer belt" ropes and vines. To top it off, K. Rool himself will confront you in the last stage, equipped with a jet pack and a death ray!



A. Tropical Tightropes
B. Clifftop Critters
C. Rickety Rapids
D. Bazuka Bombard
E. Sheepy Shop
F. Wrinkly Refuge
G. Ugly Ducting
H. Stalagmite Frights
I. K Rool Duel





The Lost World

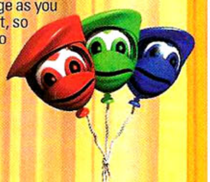
Even if you short circuit K. Rool's plan to find and loot the Lost World for his own gain, you still won't be able to just waltz into the place yourself. There will be a trick or two to entering this fabled land, which we'll reveal next issue.

Bananas

Where would a self-respecting Kong be without these little beauties? Collect 100 bananas to earn an extra life and one more chance at fame and fortune.

Balloons

Balloons will come in several shapes, but they will all give up the same prize: one extra life. A balloon may float up and out of range as you approach it, so be ready to jump.



Coins

Bear Coins and Bonus Coins are both legal tender in Donkey Kong Land. While each type of coin will serve a different purpose, having a large supply of both types will be essential for unlocking the secret of the Lost World.

Barrels

If you have a need in Donkey Kong Land, chances are you'll find a barrel to fill it. Barrels will teleport you to Bonus stages, shoot you across gaps, change you into animal friends and more. Sometimes, though, a barrel will be just a barrel.

MORTAL KOMBAT™

I & II

Double your fighting fury this fall when Midway re-releases Mortal Kombat I and Mortal Kombat II for Game Boy on one big twin-tournament Pak!

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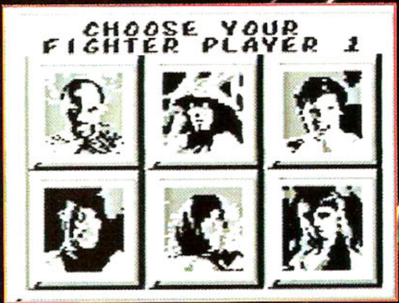
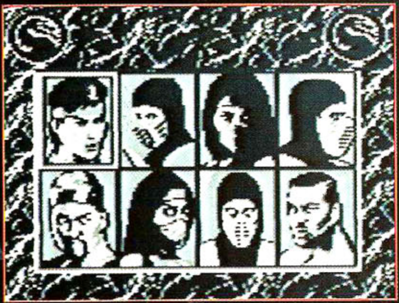
MORTAL KOMBAT I



- KANO
- RAYDEN
- LIU KANG
- SUB ZERO
- SCORPION
- SONYA

MORTAL KOMBAT II



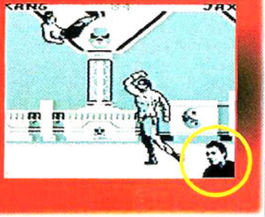
- LIU KANG
- SUB ZERO
- KITANA
- REPTILE
- SHANG TSUNG
- MILEENA
- SCORPION
- JAX

TWO IN ONE

If you've been scouring store shelves, searching for the Game Boy versions of Mortal Kombat I and Mortal Kombat II, your quest is over—now you can get them on one Game Pak. MK I & II is a combined rerelease of the first two MK Game Boy titles, with every move and feature from the originals packed into one game. Link up with another Game Boy and play a two-player match, or go it alone in Tournament Mode. Your ultimate goal? Goro and Shao Khan!

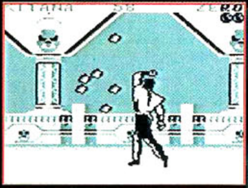
TOASTY

The Toasty Guy appears whenever you or your foe executes 20 uppercuts. Quickly tap Up and the Start Button when you see the programmer's face. If you react fast enough, you'll warp to a secret duel with the game's hidden fighter, Smoke.



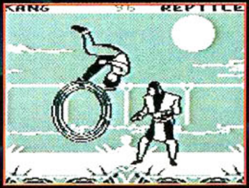
SUB ZERO

Sub-Zero's freezing attacks make him the coolest combatant both in MK I and MK II. To create a slippery pool of ice beneath your opponent's feet, tap Down, Back and the A Button. You can pull off Sub-Zero's frigid fatality move in MK II by pressing Forward, Forward, Down, A, then Forward, Down, Forward, Forward, and the B Button.

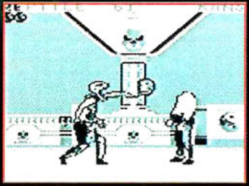


Sub-Zero's MK I freezing fatality is easy to execute: press Forward, Down, Forward and tap the B Button.

REPTILE

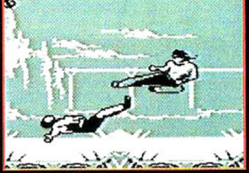


Reptile was such a popular hidden character in the Super NES version of MK I that he was added to the regular line-up of tournament contestants in MK II. His tongue-lashing fatality is a favorite with fighting enthusiasts, along with his Acid Spit attack. To spew steaming acid in your opponent's face, press Forward, Forward and tap the B Button.

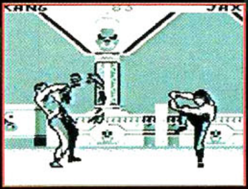


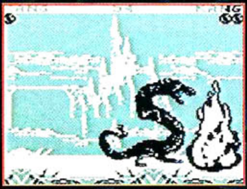
Your defeated opponent will lose his head over Reptile's fatality. While your foe is reeling, press Back, Back, Down and the B Button.

LIU KANG



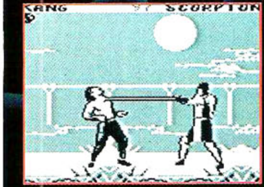
Liu Kang appears in both Mortal Kombat games and has two different fatalities, outlined on the left. Try his bicycle kick in MK II by holding the A Button for three seconds before releasing.



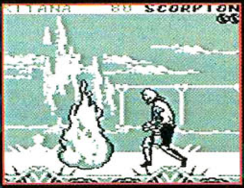


Depending on which game you're playing, Liu Kang has two different fatality moves. You can execute his Summa Cut fatality in MK I by pressing Forward, Forward, Back and the B Button. Burn your defeated foe in MK II by tapping Down, Forward, Back, Back and the A Button.

SCORPION

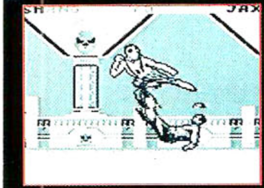


Come here! Scorpion's Spear Attack is his up-close and personal trademark opener. You can reel in your foe with this move in both games by pressing Back, Back and the B Button. Try teleporting behind your unsuspecting opponent in Mortal Kombat II by pressing Forward, Down and the A Button.

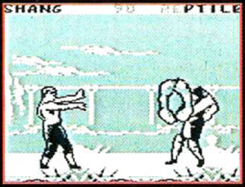


Scorpion's searing fire-breathing fatality is included in both games, but you must memorize two different moves to use it. For MKI, press Forward three times and then the A and B Buttons together. For MKII, press Start, Up, Up and B.

SHANG TSUNG

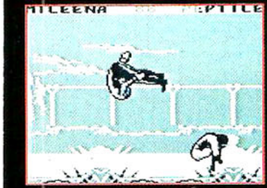


A cunning sorcerer, Shang Tsung can morph into his rivals in MK II, but the best attack in his deadly arsenal is the dreaded Flaming Skull attack. To launch a flaming skull, press Back twice and the B Button. To shoot three burning skulls, tap Back twice, Forward twice and the B Button.

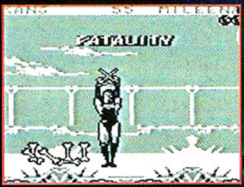


Shang Tsung's fatality move will drain the life out of your vanquished opponents. Stand within a body width of your opponent and press Start and Up, then release. Finish your wicked work by pressing Down and the B Button.

MILEENA

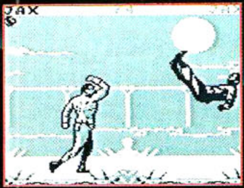


Mileena's Teleport Kick will transport you feet-first into your opponent's face. To kick off the move, tap Forward, Forward and the A Button. To throw her pointed sais, hold the B Button for two seconds and release. Remember that you can move around and kick while waiting for the B Button to charge.

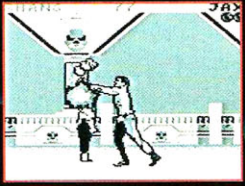


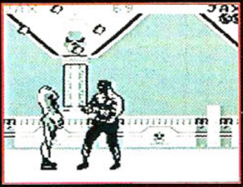
Mileena's fatality is the easiest move in the game. Stand close to your opponent and hold the A Button for three seconds. If you time everything perfectly, Mileena will inhale her defeated foes and spit out their bones.

JAX



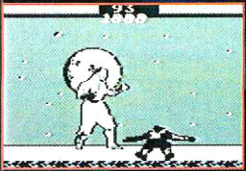
Major Jackson Brigg's bionic arms can inflict massive damage. To launch a Sonic Wave at your foe, press Forward, Down and the A Button. To execute a Ground Pound shockwave, make sure your foe is standing, hold the A Button for three seconds, then release it.



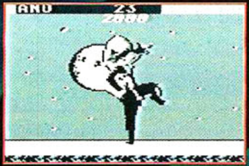


Jax's double-fisted, head-crushing fatality will give your reeling opponents the mother of all migraine headaches. Hold the A Button and press Forward three times as you move in, then release the A Button when you're standing in front of your foe.

KANO

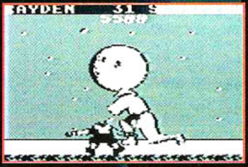


Kano is a legendary thief skilled in the art of hand-to-hand combat. To throw a knife at your foe, Press Back, Forward and the B Button. Press Forward, Down and Back to somersault in the air and spin into your opponent.

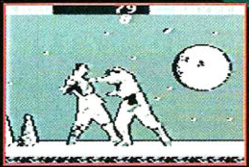


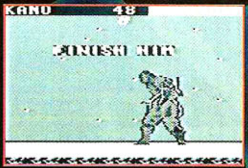
To execute Kano's kicking fatality move, stand at least two body widths away from your reeling victim and press Down, Forward, Forward and the A Button.

RAYDEN



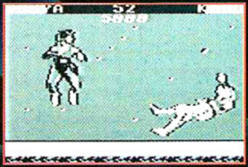
Rayden possesses a deadly repertoire of electrifying attacks and teleportations. To execute a Lightning Throw, press Forward, Forward and the B Button. If you want to teleport behind your unsuspecting foe, press Down and Forward. You can also fly through the air and dive into your opponent by pressing Back three times then Forward.



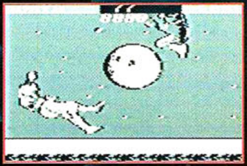


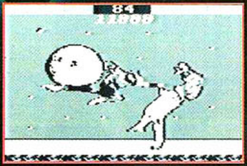
Zowie! Rayden's electric fatality move is a real shocker. Stand next to your reeling opponent and press Back, Forward, Down and tap the A and B Buttons at the same time.

SONYA



Sonya has entered the Mortal Kombat tournament to catch the elusive Kano. Execute her Ring Toss attack by pressing Back twice and the B Button. Try her Scissor Grab by pressing Down and tapping the A and B Buttons together.





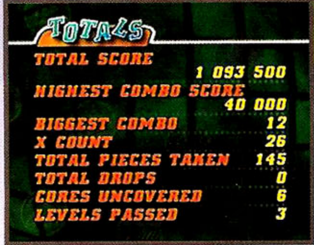
Sonya Blade's Square Wave Flight is very difficult to avoid. Take flight by pressing Forward, Back twice and Forward again. With this move Sonya can leap into the air and intercept a jumping opponent. To execute Sonya's fatality, move away from your stunned foe and press Back twice, Forward, then press the A and B Buttons at the same time.

SHAO KAHN

Shao Kahn is waiting for you at the top of the mountain in MK II. As the leader of the Mortal Kombat tournament, this overgrown tyrant is your toughest opponent. The real trick to surviving Kahn's attacks is to maintain your distance. If you wear him down with your long-range, projectile attacks, you'll win in the end.

The trick to surviving Kahn's brutal attacks is to always keep your distance and begin the battle with long-range, projectile attacks.

NP'S ARENA



```
TOTALS
TOTAL SCORE
                         1 093 500
HIGHEST COMBO SCORE
                            40 000
BIGGEST COMBO                   12
X COUNT                         26
TOTAL PIECES TAKEN             145
TOTAL DROPS                      0
CORES UNCOVERED                  6
LEVELS PASSED                    3
```

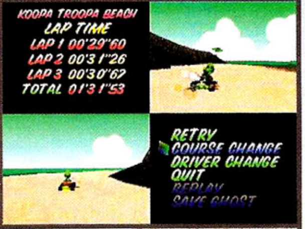
CHALLENGE #1

TETRISPHERE

This month the Arena has the drop on Tetrisphere fanatics: What's your highest score in Single Player, Time Trial Mode–without dropping a single puzzle piece? You'll have to stick to gravity combos to pull off this phenomenal feat. Take a picture of your scoring summary after time has expired. The 25 highest Tetrisphere scores with the fewest total drops will win four Super Power Stamps.

CHALLENGE #2

MARIO KART 64

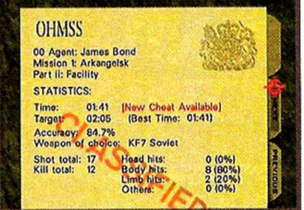


```
KOOPA TROOPA BEACH
LAP TIME
LAP 1 00'29"60
LAP 2 00'31"26
LAP 3 00'30"67
TOTAL 01'31"53
```

How fast can you make tracks around the wet twists and turns on Koopa Troopa Beach's sandy track? You should be able to trim some serious seconds off your score if you leap through the shortcuts and avoid rolling into the sidestepping crabs and towering palm trees. The fastest 25 kart kings will drive away with four Super Power Stamps, good for cash off cool gear in the latest Nintendo Super Power Supplies Catalog.

CHALLENGE #3

GOLDENEYE



```
OHMSS
00 Agent: James Bond
Mission 1: Arkangelsk
Part ii: Facility
STATISTICS:
Time:        01:41   [New Cheat Available]
Target:      02:05    (Best Time: 01:41)
Accuracy:    84.7%
Weapon of choice:  KF7 Soviet
Shot total:  17   Head hits:     0 (0%)
Kill total:  12   Body hits:     8 (80%)
                  Limb hits:     2 (20%)
                  Others:        0 (0%)
```

You may have done it for England, but can you do it for the Arena? How fast can you complete the GoldenEye's Facility stage on 00 Agent Level? The best time scored by one of our bug testing experts here at Nintendo of America is an astounding 1:41. If you can't beat that time, try completing the stage in 2:05 so you can earn the game's incredible Invincibility Cheat. Just wait until those chaps with the Rocket Launchers meet the invincible 007. The 25 Double-0 Agents with the best 00 Agent Facility times will collect four Super Power Stamps.

NINTENDO 64 CHARACTER MATCH QUIZ

Are you a good judge of character? It's time to mix and match! If you think you know your N 64 titles, take a shot at matching these video game heros, heroines and henchmen to their titles. This quiz is strictly for fun. Look for the answers in next month's Arena.

A. Kim Wu
B. Liu Kang
C. Scarlet Zerai
D. Dimitri Mishkin
E. Baratus
F. Marina
G. Ibis
H. Pigma Dengar
I. Xizor
J. Glenda

___ Star Fox 64
___ AeroFighters Assault
___ Mortal Kombat Trilogy
___ Mischief Makers
___ PilotWings 64
___ Hexen
___ GoldenEye
___ Star Wars: Shadows of the Empire
___ Killer Instinct Gold
___ Dark Rift

ARENA

OCTO NP MCMXCVII

WAVE RACE 64

Best Times for Six Laps Around Port Blue (Volume 97)

Tommy Yoder	Ridgeley, WV	1:19.952
Jesse Couch	Nelson, BC	1:19.989
Anton Subido	Roseville, CA	1:20.823
Mark Thompson	Marysville, MI	1:20.866
Jeffery DeMello	New Bedford, MA	1:20.927
Robert Villanueva	Bronx, NY	1:20.955
Brian Reilly	Center City, MN	1:20.984
Nik Meeks	Signal Mountain, TN	1:21.086
Cole Hiatt	Ottumwa, IA	1:21.304
Adam Uhl	Sioux City, IA	1:21.563
Travis Allen	Spokane, WA	1:21.580
Adam Price	Jacksonville, FL	1:21.672
Chris Gingrich	Page, AZ	1:21.825
John Mapletoft	Saskatoon, SK	1:21.952
Brian Kress	Maumee, OH	1:22.376
David Schatz	Souderton, PA	1:22.601
Jeff Derrenberger	Fishers, IN	1:22.623
David Hendren	Cross Lanes, WV	1:22.942
Derek Edwards	Layton, UT	1:22.945
Bobby Miller	Newfield, NJ	1:22.971
Jason Smith	Arlington Hts., Il	1:23.174
Curtis Bjerke	Manhattan, KS	1:23.221
Matt Leto	Allen, TX	1:23.293
Adrian Sheffield	Ledyard, CT	1:23.306
Larry Marsh	Rio Dell, CA	1:23.341
Mike Gialanella	Avon Lake, OH	1:23.376

WAVE RACE 64

Best Times for Six Laps Around Marine Fortress (Volume 96)

Ryan Fenimore	Middletown, DE	2:06.854
Scott Penrose	Barrington, IL	2:06.950
Tommy Yoder	Ridgeley, WV	2:13.654
Steven Bell	Scarborough, ON	2:13.775
Mark Thompson	Marysville, MI	2:13.984
Chris Schnepp	Bethpage, NY	2:15.148
Mike Maas	Shorewood, WI	2:16.747
John Mapletoft	Saskatoon, SK	2:16.906
David Lacoste	Chateauguay, PQ	2:17.618
Richard Gotwalt	Glen Rock, PA	2:18.887
Scott Bauer	Stoughton, WI	2:19.180
Tony Nguyen	Lincoln, NE	2:23.239
Zachary Asher	Col. Springs, CO	2:23.334
Kendon Black	Norco, CA	2:24.616

SUPER MARIO 64

Collected 152 Coins in Wet-Dry World (Volume 97)

Nathan Alderson	Nashville, TN
Michael Barber	Stratford, CT
Curtis Bjerke	Manhattan, KS
Philip Brady	Warner Robins, GA
Chris Carroll	Charlotte, NC
Brian Coupe	New Hartford, NY
Nick Demarco	Elk Grove Village, IL
Jesse Encino	Corona, CA
Michael Fernetti	Hamilton, ON
Justin Fravendorfer	Madison, NE
Hector Garcia	Ontario, CA
Richard Goodman	Valley Mills, TX
Chris Heckman	Mission Viejo, CA
Matthew Holas	Spangdahlam AFB, Germany
Kevin Hotopp	Bluffton, IN
Barbara Johansson	Sunnyvale, CA
Alexander Joyce	Laguna Beach, CA
Mike Kavanaugh	Grand Rapids, MN
Alex Kim	Alameda, CA
David Lacoste	Chateauguay, PQ
Eric Lopez	Dallas, TX
Larry Marsh	Rio Dell, CA
Mark McCracken	Marion, IN
Aaron Mecikalski	Tucson, AZ
Nick Melendez	North Lauderdale, FL
Brendan Murray	Latham, NY
Christopher Nandrea	Olathe, KS
Josh Nickerson	Homer, LA
Carlton Patterson	Scottsville, NY
Jimmy Pham	Arlington Heights, IL
Fred Prichard	Billings, MT
Joel Richmond	Lexington, TN
Edison Rosendo	Kissimmee, FL
Alain Savard	St. Jean Baptist de Nicolet, PQ
Daniel Schwab	Fairbanks, AK
Michael Scoles	Saskatoon, SK
Braeden Shosa	Mt. Vernon, WA
Jim Stephen	Santa Barbara, CA
Stephen Swanick	Greensboro, NC
Mark Thompson	Marysville, MI
JC Todaro	Winnipeg, MB
Dan Tripp	Johnson City, NY
Kevin Van Daalen	Bay City, TX
Robert Villanueva	Bronx, NY
Bernard Whall	Dorchester, MA
Ted Wojtkowiak	Haddenfield, NJ
Lisa Zoulanek	Olympia, WA

STAR WARS: SHADOWS OF THE EMPIRE

Best time for Battle of Hoth—Jedi Level (Volume 96)

Matt Wiles	Brights Grove, ON	4:14
David Schulta	Stratford, WI	4:21
Michael Hahn	Glendale, AZ	4:25
Adam Pittman	Prairieville, LA	4:28
Andrew Piscitello	Des Plaines, IL	4:33
Chris Schnepp	Bethpage, NY	4:37
Travis Roper	Hatfield, PA	4:45
Cale Pigg	Sullivan, IN	4:46
Matt Harbeck	Lake Geneva, WI	5:02
David Alvarez	San Gabriel, CA	5:04
Scott Bauer	Stoughton, WI	5:04
Jorge & Jose Marquez	San Juan, PR	5:04
Ryan Craft	Shelby, OH	5:05
Lorianne Falco	Brooklyn, NY	5:10
Jim Barnocki	Toledo, OH	5:12
Joe Chisari	Lake Grove, NV	5:12
Darren Krafka	Freemont, NE	5:12

TETRIS ATTACK

Best Score for 1-player, Time Trial Mode (Volume 96)

Christopher Graves	Little River, SC	20,105
Jason Sie	Fort Erie, ON	14,403

KEN GRIFFEY JR.'S WINNING RUN

Most Home Runs in Derby Mode Before Getting an Out (Volume 95)

Josh Sommers	Cottage Grove, MN	10 HRs
Tommy Yoder	Ridgeley, WV	10 HRs
Chris Zhao	Woodbridge, VA	10 HRs
Harley Moreland	Orange Park, FL	8 HRs
Josh Vos	Apalachin, NY	8 HRs
Adam Bourret	Granby, CT	7 HRs
Joel Finley	Davis, CA	7 HRs
Brandon Paneitz	Jefferson City, MO	7 HRs
Daniel Yeager	Warminster, PA	7 HRs
Jason Yu	San Gabriel, CA	7 HRs

SUPER MARIO 64

Collected 151 Coins in Big Boo's Haunt (Volume 92)

Steven Bell	Scarborough, ON
Adam Brander	Aurora, ON
Chris Brittain	McHenry, IL
Henry Franklin	Portland, OR
Ryan Freeman	Sidney, BC
Ben Gregory	Kaysville, UT
Lee Harvey	Newport, NC
Chris Heckman	Mission Viejo, CA
David Heetner	Middletown, NJ
Tyler Huycke	Bend, OR
Philip Kaestle	Mercer Island, WA
Dennis Lavailee	Burford, ON
Kenneth Phuong	Lake Forest, CA
Aaron Putman	Gouverheur, NY
Eric Santos	Hayward, CA
Susan Schreiber	Olympia, WA
David Soohoo	Huntington, NY
Matthew Troung	San Jose, CA
Jeffery Van Valkenburg Jr.	Plattsburg, NY
Butch Wade	Batesville, IN
Caitlin Worth	Paris, KY

STAR WARS: SHADOWS OF THE EMPIRE

Best Time for Completing the Asteriod Field on Jedi Level (Volume 97)

Anthony Rossello	Rensselaer, NY	3:39
Paul Jones	Mesa, AZ	3:44
Laszlo Phillip	Tampa, FL	3:44
Kevin Senzaki	Palos Verdes,CA	3:50
Robert Dalton	Alexandria, VA	3:53
Danny Jamison	New Kensington, PA	3:57
Ryan Craft	Shelby, OH	4:01
Jason Mundell	Okotoks, AB	4:02
Kevin Pinnegar	Memphis, TN	4:02
Lorianne Fulco	Brooklyn, NY	4:03
Ryan Everoski	Halstead, KS	4:07
Andrew Beckett	Sheboygan, WI	4:08
Eric Worden	West Branch, MI	4:08
Jeff Robertson	Simi Valley, CA	4:09
Darren Krafka	Fremont, NE	4:10
Christopher Rouze	Richmond, VA	4:12
Joseph Kozielewicz	Webster, MA	4:14
David Holesinger	Fulton, IL	4:15

Write your name, address and Member Number on the back of your photo. The Arena challenges featured in this issue must be received no later than November 10, 1997. The top qualifiers will receive Super Power Stamps. Include your N64 or Super NES in the photo of your high score. Dim the lights and then take a few photos without a flash. If you're taking a photo of a Game Boy, place it on a flat surface.Address entries to:

POWER PLAYERS' ARENA
P.O. BOX 97033
REDMOND, WA 98073-9733

ENTER THE ARENA

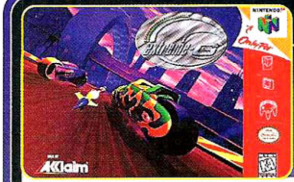
Game Boy
N64
Super NES

NOW PLAYING

Your Power Guide To The Latest Releases

October 1997

EXTREME-G



- Acclaim/64 Megabits
- 1 to 4 players simultaneously
- Save Feature and Passwords
- Controller Pak and Rumble Pak compatible
- 12 tracks
- Three speeds

KIDS TO ADULTS K-A CONTENT RATED BY ESRB

1st
00:59:95
133
2nd
01:08:78
94

SCORES

A-8.4

D-6.7

H-7.3

SP-7.9

S-9.8

The fastest battle on two wheels comes to the N64.

5th
00:07:91
142

GRAPHICS Don't blink or you'll miss the futuristic settings and sleek bikes in Extreme-G. The speed at the Extreme level is numbing, but the fast frame rate and creative use of concealing walls make it seem very realistic without popping polygons or heavy fog layers. There are times when you lose sight of your bike in the glare from explosions and some track surface textures are hard to see.

PLAY CONTROL Keeping your bike in the middle of the track is the main challenge, and it can be a BIG challenge. You can set up the Controller to any configuration you like, which is a real plus.

GAME DESIGN Combining racing and shooting may not be new, but Extreme-G doesn't feel like just a futuristic version of Mario Kart 64.

SATISFACTION Extreme-G delivers the thrill of speed, and the multi-player and time trial modes should give it good replay value. Just don't expect a deeply strategic game experience.

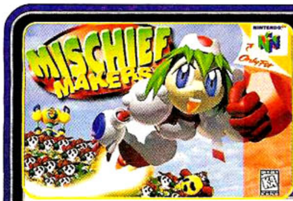
SOUND The throbbing engines of the bikes sound very realistic and the music keeps pace with the fast action on the screen.

COMMENTS Scott P: *When you get in the Extreme-G zone, nothing can touch you.* Armond: *There's a feeling of speed like no other racing game out there.* Sonja: *Hook it up to your stereo and rock!*

GRAPHICS=**8.3** PLAY CONTROL=**7.8** GAME DESIGN=**7.9** SATISFACTION=**8.3** SOUND=**8.1**

8.1

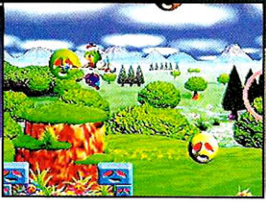
OVERALL RATING

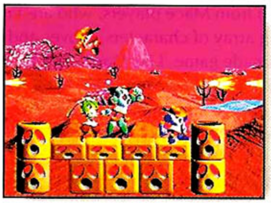


MISCHIEF MAKERS

- Nintendo/64 Megabits
- 1 Player
- Game Pak Save Feature
- Two memory slots
- 52 stages

KIDS TO ADULTS K-A CONTENT RATED BY ESRB





SCORES

D-7.2

E-6.5

L-7.6

SP-7.1

S-6.0

Two and half dimensions is more than enough in Mischief Makers.

GRAPHICS This game, and its graphics, grow on you over time. The sheer variety of stuff in Mischief Makers keeps the graphics fresh. There's always something new to see and do. The characters and backgrounds are pre-rendered, like the graphics in Donkey Kong Country, but you'll also find special effects.

PLAY CONTROL Some of the moves are challenging, but the early stages teach you all you need to know. The variety of moves is unmatched in any recent action game. The feel of movement and hit detection is excellent.

GAME DESIGN When you get into Mischief Makers, you find a lot more story than is apparent at first. The action is continually changing as you progress, keeping things interesting.

SATISFACTION If action gamers give Mischief Makers a chance, they're going to love it. We haven't seen a side-scroller of this caliber since Super Mario World.

SOUND Okay, nothing is perfect. The music in Mischief Makers will drive you nuts within the first hour if you leave it on.

COMMENTS Leslie: *Anime fans will love it, but the play control can be frustrating.* Erich: *The music made me want to pull my hair out, but the variety kept me interested.* Henry: *Young themes but tough play control.*

6.9

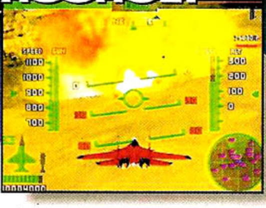
OVERALL RATING

GRAPHICS=7.9 PLAY CONTROL=6.8 GAME DESIGN=6.6 SATISFACTION=6.3 SOUND=6.8

AEROFIGHTERS ASSAULT

- Video System/64 Megabits
- 1 or 2 players simultaneously
- Game Pak Memory Save
- Rumble Pak compatible
- 10 stages
- VS. matches

KIDS TO ADULTS K-A CONTENT RATED BY ESRB



SCORES

A-7.4

D-6.4

H-5.4

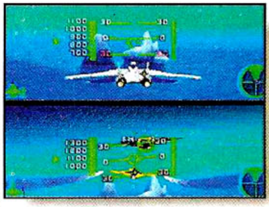
P-7.9

SD-7.8

Dogfighting takes on a new dimension in Aerofighters Assault.

GRAPHICS Some of the battlefields, such as the desert and ocean, turn out to be more interesting than others, but all of them are target rich and detailed. The position of the sun has a dramatic effect on your view, particularly if you try flying straight at it. (Not recommended.) The explosions are terrific.

PLAY CONTROL The analog Control Stick is the perfect control for this type of sim. Even so, players who aren't familiar with pitch, yaw and roll may spend a lot of time slapping into the ground.



GAME DESIGN Video System wanted Aerofighters to be a cross between a sim and an arcade shooter. The game succeeds in much of this. Some of the battlefields are far more sci-fi than you might expect. Less exciting is the two-player option, which can be tedious, especially when it descends into an endless circling chase.

SATISFACTION Flight sim fans prefer realistic control and graphics, and that's what they'll get. But action fans should be aware that Aerofighters is no roller-coaster ride of thrills. It isn't intended to be.

SOUND The flight sounds are pretty good, but the music is a fairly standard set of action tunes. You won't be running out to buy the CD.

COMMENTS Terry: *We need a flight sim that really thrashes on the computer titles. Aerofighters is very close.*

6.9

OVERALL RATING

GRAPHICS=7.0 PLAY CONTROL=7.4 GAME DESIGN=6.7 SATISFACTION=6.9 SOUND=6.4

MACE
The Dark Age
WIELD THE POWER OF MACE!
MIDWAY

MACE: THE DARK AGES

- Midway/96 Megabits
- 1 or 2 players simultaneously
- Game Pak Save Feature
- Controller Pak compatible
- 12 regular fighters, plus hidden characters
- Release date October 1997

MATURE M AGES 17+ CONTENT RATED BY ESRB

ICHIRO
83
LORD DEIMOS

SCORES

D-6.9

H-5.2

P-8.0

SP-5.8

T-7.7

Watch your step. This 3-D fighter puts you on the edge of peril.

GRAPHICS The animation will get the lion's share of attention from Mace players, who are familiar with the dazzling array of characters, moves and special effects in the arcade game. Like Dark Rift, Mace is totally 3-D, including rotation around the fighters, making good use of the N64's strengths. Also like Dark Rift, the fighters use weapons, although they are medieval rather than futuristic.

PLAY CONTROL Control response feels fast, but most combos are thrown using simple button sequences. Don't expect complexity like that in KI Gold. Reversal moves, switching you from defense to offense, are more engaging if you work them out.

GAME DESIGN The use of dangerous settings where spikes or other devices can affect the battle gives Mace an added edge, but the settings aren't usually a determining factor in the outcome of battle.

SATISFACTION It's more of the same tournament fighter stuff with a few twists.

SOUND Nothing notable.

COMMENTS Scott P: *The characters are cool, but maybe not cool enough to stop the yawns for long.* Armond: *The characters aren't balanced. Some totally dominate.*

DREGAN
70
KOYASHA

GRAPHICS=8.0 PLAY CONTROL=6.7 GAME DESIGN=6.3 SATISFACTION=6.8 SOUND=6.5

F1 POLE POSITION 64

F1 POLE POSITION 64

- Ubi Soft/64 Megabits
- 1 Player
- Multiple Memory Save slots
- Controller Pak compatible
- 16 tracks
- Release date October 1997

KIDS TO ADULTS K-A CONTENT RATED BY ESRB

POS
8/22
LAP
1/3
WIN
TIR
SUS
BRA
GEA

SCORES

H-6.9

P-7.9

SP-7.4

SD-9.0

T-4.9

An ultra-realistic, international racing simulation takes to the N64 road.

GRAPHICS Players behind the wheel concentrate so hard on the road that they tend not to notice buildings popping up all around them. They will notice when the rains come, however, and the effect is very good. They'll also notice the slow-down when lots of cars are on the screen—a less impressive effect.

PLAY CONTROL The steering feels precise and realistic—perhaps too realistic. F1 cars don't turn on a dime and first-time players will struggle to keep their cars on the track.

GAME DESIGN On the surface, F1 seems like a standard racing game, but it has a lot to offer serious simulation fans who want strategy and realism. The best part is that conditions change during the race, forcing you to change tactics and equipment. The worst part is that there is no multiplayer option.

SATISFACTION Once we were comfortable with the game, some of us got hooked while others went back to GoldenEye.

SOUND The annoying sound of whiney F1 engines has been reproduced with head-splitting accuracy. Thanks alot. The radio advice from the pit crew is almost as annoying as the engines.

COMMENTS Scott P: *If you learn to stay off the shoulders, you may learn to love this game.* Dan: *A little too specialized for the average racing game player.*

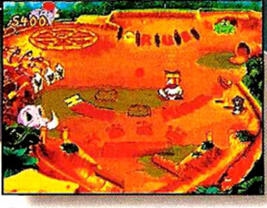
MACHINE SETTINGS
TRANSMISSION
MANUAL
SEMI-AUTOMATIC
AUTOMATIC
Acceleration
Top Speed
Turn
Brake
Steering

GRAPHICS=6.7 PLAY CONTROL=6.9 GAME DESIGN=7.6 SATISFACTION=7.3 SOUND=6.9

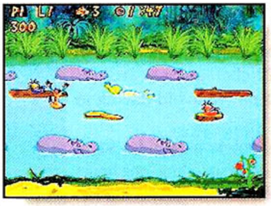
TIMON & PUMBAA'S JUNGLE GAMES

Super NES

- THQ/12 Megabits
- 1 or 2 players alternating
- 4 Jungle games
- Release date October 1997



The comical pair from The Lion King host four jungle games for young players.



GRAPHICS Many characters from Disney's movie play the varied roles in these four games. Timon and Pumbaa are usually at center stage, but all the characters and animation have a Disney feel.

PLAY CONTROL The Jungle Pinball and Sling Shooter games have intuitive controls with quick response. Hippo Hop, a sort of Frogger game, has a problem with hit detection with the result that you may wind up in the drink more often than you should. Lateral control of Pumbaa in the Burper game is a bit slow.

GAME DESIGN Make no mistake, this game will appeal to young Lion King fans, probably from about the age of five and up, because the graphics and sound are well done. The four arcade-like games don't really link together in any meaningful way, which is unfortunate, and there's no comic relief except for a few simple animations.

SATISFACTION Each game is fun, but long term replay value may be limited by the simplicity of the gaming experience. Of the four games, Jungle Pinball, is the most fun and involving, especially as you extend play.

SOUND The belching sounds in Burper were notably gross—just what the warthog ordered.

COMMENT Paul: *Why does this game get any score at all? Because it does what it sets out to do for kids.* Scott P: *Ditto, Paul.*

SCORES

P-6.2

SP-8.2

SD-5.6

S-3.0

T-3.2

5.8

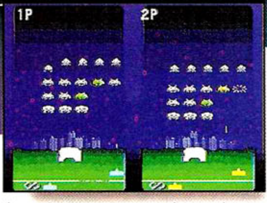
OVERALL RATING

GRAPHICS=7.4 PLAY CONTROL=6.0 GAME DESIGN=5.4 SATISFACTION=5.0 SOUND=5.6

SPACE INVADERS: THE ORIGINAL GAME

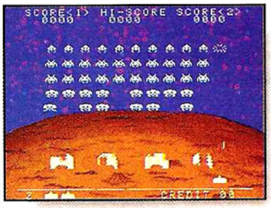
Super NES

- Nintendo/2 Megabits
- 1 or 2 players simultaneously
- No Save function
- Extra modes of play



An arcade classic returns with some new twists for the Super NES.

GRAPHICS Before you start thinking that something is terribly wrong with the graphics in this game (like they must have been programmed by a particularly unartistic aardvark,) please remember that video games used to look like this. The graphics in this Super NES version include the following original screen types: the upright cabinet with the asteroid background, black and white with celophane and without, and regular color.



PLAY CONTROL In the original game, you slid the gun from left to right and shot the approaching aliens. In this game, you still do.

GAME DESIGN Yes, there are aliens, but don't expect Independence Day. The only difference from the original game is the two-player Vs. Mode, which appeared previously on the Super Game Boy version of Space Invaders.

SATISFACTION If you were hooked back in 1978, you may get hooked again. Fans like it. Everyone else will find it simple and repetitive, but challenging.

SOUNDS You can play with the sound on, but why would you want to.

COMMENTS Terry: *I used to live this. I can't believe Scott doesn't love it.* Scott P: *I was never a huge fan of the original and this is just that and nothing more.* Armond: *All this game has done is invade our space.* Scott D: *It's Space Invaders, what more can I say.*

SCORES

A-3.8

P-7.5

SD-4.2

S-2.8

T-5.3

3.9

OVERALL RATING

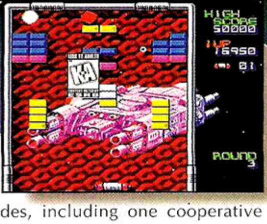
GRAPHICS=3.0 PLAY CONTROL=5.4 GAME DESIGN=4.4 SATISFACTION=3.4 SOUND=3.0

ARKANOID
Doh It Again
SUPER NINTENDO

ARKANOID: DOH IT AGAIN

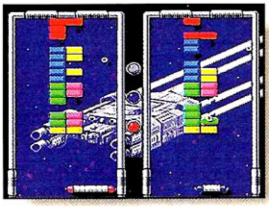
Super NES

- Nintendo/4 Megabits
- 1 or 2 players simultaneously
- Passwords
- 3 Multiplayer modes
- Endless 1-player rounds



Nintendo and Taito "doh it again" with the best paddle action game ever.

GRAPHICS Bright, clean paddles and blocks with a 3-D look bring the Doh It Again graphics up-to-date. Arkanoid has always been a simple game graphically, but the variety of power-ups and extra character blocks and alien elements gives this version a freshness not found in other paddle action games. On the down side, the little laser bursts and animations in the background can be distracting.



PLAY CONTROL Generally, play control is just a matter of back-and-forth movement, but some power-ups add an extra dimension such as shooting. It's all very intuitive.

GAME DESIGN Three two-player modes, including one cooperative game and a head-to-head, split-screen match, make Doh It Again a real gem. The 12 character password is ridiculous, but a small price to pay to avoid having to repeat rounds.

SATISFACTION This is a great game to plug in for some quick fun, but we also found ourselves spending long hours in the Arkanoid world, in both one and two-player modes. It's simple, but fun, and it should be priced right.

SOUND The primary sound is a deep, mechanical pounding, sort of like the sound a starship's engine might make if there an atmosphere in space.

COMMENTS Scott P: *It was a real blast from the past, especially the two-player mode. Terry and I are now at war!* Paul: *A classic.*

SCORES
A-7.3
P-7.5
SP-6.8
SD-4.8
S-5.0

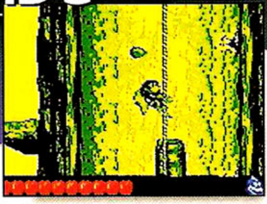
GRAPHICS=**6.1** PLAY CONTROL=**7.6** GAME DESIGN=**6.1** SATISFACTION=**6.3** SOUND=**5.3**

DONKEY KONG
LAND III
GAME BOY

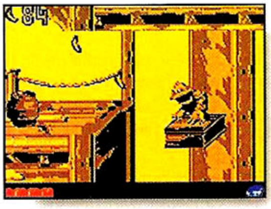
DONKEY KONG LAND 3

Game Boy

- Nintendo/4 Megabits
- 1 Player
- 6 Worlds
- 36 stages
- 72 bonus areas



Dixie and Kiddy Kong set out on a new adventure for Game Boy.



GRAPHICS This is the best of the Game Boy DK games to date. The main characters stand out clearly from the backgrounds and the animation is smooth throughout. When playing on Game Boy, you may find some blurring, particularly on self-scrolling stages. Blurring isn't a problem if you plug into Super Game Boy.

PLAY CONTROL Precise control combined with excellent animation result in a great game play experience on either Game Boy or Super Game Boy.

GAME DESIGN Rare created all new stages for this game, but included many of the characters and themes from Donkey Kong Country 3. Since only one main character appears at a time, the two-character throw moves from DKC3 are missing. On the other hand, you'll find vehicles like the toboggan and animal helpers including Engarde and Squawk.

SATISFACTION Just as in DKC3, there's a lot to do and see. The bears are back and various Kongs help out, too. The map layouts and baddies make for a slightly less challenging game than DKC3, but the fun level is very high.

SOUND Expect good sound on either Game Boy or Super Game Boy.

COMMENTS Henry: *Excellent game control. It captures the feeling of the SNES DKs.*

SCORES
E-7.6
H-8.0
SP-8.3
SD-7.0
T-6.2

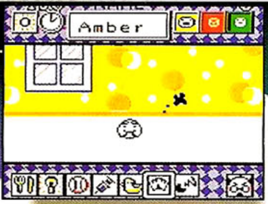
GRAPHICS=**7.6** PLAY CONTROL=**7.4** GAME DESIGN=**7.3** SATISFACTION=**6.9** SOUND=**5.9**

GAME BOY
TAMAGOTCHI

TAMAGOTCHI

- Bandai/4 Megabits
- 1 Player
- Battery-backed memory
- 8 Save slots

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB



Game Boy

SCORES

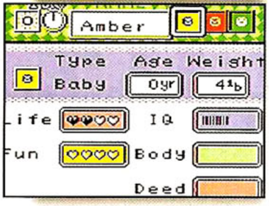
A-7.0
E-5.5
SP-7.7
S-4.8
T-9.0

Strange creatures are hatching out on Game Boy.

GRAPHICS As anyone who has played the original keychain version of Tamagotchi can see, the Game Boy graphics are definitely a step up, although they remain fairly limited. In spite of the simplicity of the graphics, the meaning of some of the icons is pretty vague. This game isn't about graphics, though, so don't worry about it.

PLAY CONTROL The controls are so simple for most activities that this category is almost meaningless—with one exception. In the Study Game, choosing the correct answer isn't as easy as it looks since your Tamagotchi's movement is dependent on its intelligence.

GAME DESIGN Bandai added extra games to the Game Boy version of Tamagotchi. You'll also find different types of food, special contests, eight types of Tamagotchi eggs to grow and a handy Help function.



SATISFACTION There's a lot more in this version of the game to keep players actively engaged in caring for their little aliens. The concept of electronic pets may seem a bit strange, but the success of the keychain version of Tamagotchi both here and in Japan has been remarkable.

SOUND The sound becomes annoying after a short time, but if you turn it off you might miss a warning bleep.

COMMENTS Henry: *It expands on the popular key chain game by adding something like an actual game.* Dan: *It's hard to tell what's going wrong with the little guys sometimes.* Armond: *It doesn't stay cool for long.*

GRAPHICS=5.5 PLAY CONTROL=5.0 GAME DESIGN=6.4 SATISFACTION=5.4 SOUND=4.6

BEHIND THE NUMBERS AND NAMES

EVALUATORS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

ARMOND-Fighting, RPGs, Adventures
DAN-Action, Adventures, Sports
ERICH-Sports, RPGs, Adventures
HENRY-Fighting, Action, Sports
LESLIE-RPGs, Simulations, Adventures
PAUL-Fighting, Sports, Simulation
SCOTT D.-Action, Fighting, RPGs
SCOTT P.-Sports, Simulations, Adventures
SONJA-Puzzles, RPGs, Fighting
TERRY-RPGs, Simulations, Puzzles

RATINGS

Each Power Meter category is weighted to reflect it's overall importance. We feel that Satisfaction and Game Design are the most important areas, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

GAME DESIGN: 25%
GRAPHICS: 20%
SATISFACTION: 25%
PLAY CONTROL: 20%
SOUND: 10%

AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.

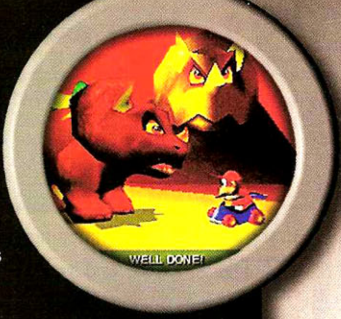
NR Games that were released prior to the commencement of the ratings system are designated NR.

EC Early Childhood
K-A Kids to Adult
M Mature (17+)
T Teen (13+)
AO Adult (18+)

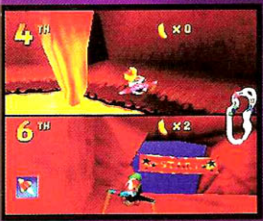
PAK WATCH

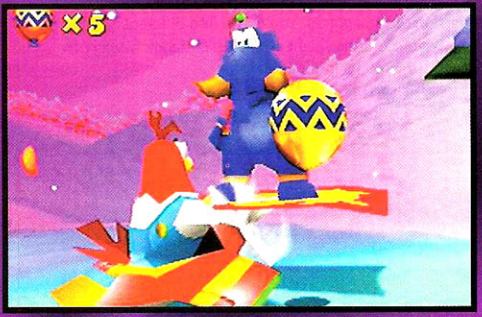
THE INSIDE SOURCE ON FUTURE GAMES

Big changes are in the air this fall. A new, marquee game appears suddenly from Rare. Hudson Soft teams up with Nintendo and Mindscape to bring N64 titles to North America. And Kirby returns to the Super NES.

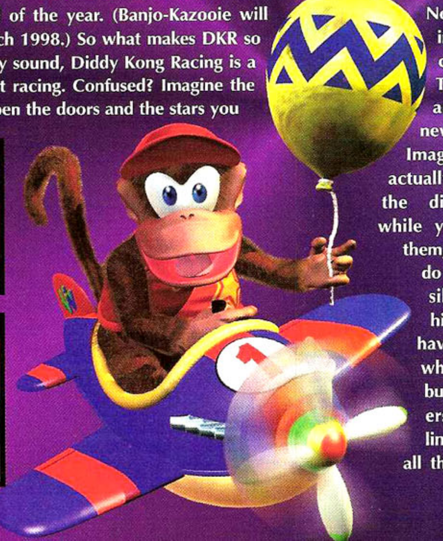


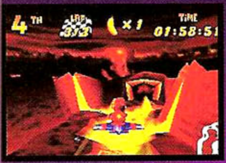
DIDDY KONG RACING

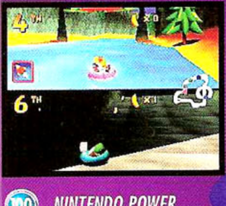


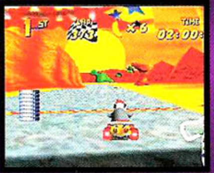


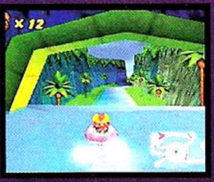
The first thing you need to know about Diddy Kong Racing from Rare is that it isn't Mario Kart 64 Part II. Yes, it has funky little carts, but there are planes and hovercraft, too, not to mention bosses, special areas, bonus challenges and hidden items. And yes, there are bananas, but you don't drop them in front of enemies. The truth of the matter is that Diddy Kong Racing is a completely and wonderfully new beast, and it's now heading the Nintendo 64 roster for this fall, replacing Banjo-Kazooie as the hottest title due to be released before the end of the year. (Banjo-Kazooie will now make its debut in March 1998.) So what makes DKR so special? As strange as it may sound, Diddy Kong Racing is a racing game that isn't about racing. Confused? Imagine the castle in Super Mario 64, open the doors and the stars you need to win before you can explore new areas. Now imagine that instead of running and jumping, Mario is racing around each area in a vehicle, collecting Gold Balloons instead of stars. Those balloons will allow you to enter other areas and meet new challenges. Imagine that you actually race through the different worlds while you're exploring them, so that not only do you have to find silver coins and hidden keys, you have to do it all while beating a bunch of other racers to the finish line. And on top of all that, you have all





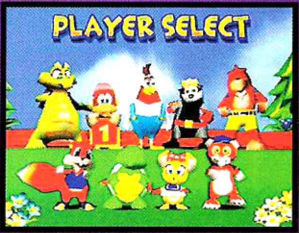




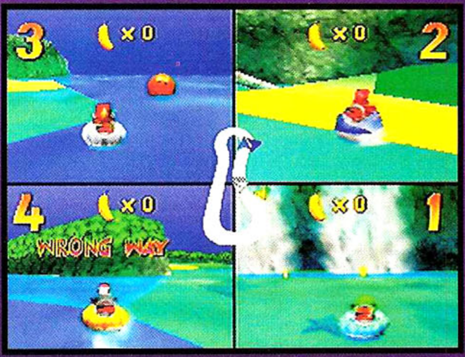


sorts of items to pick up—items such as homing missiles, oil slicks, electrical shields and, of course, bananas. (You collect bananas to add to your top speed.) The game has 20 main tracks, eight main characters, three types of vehicles, a huge outer world where you can explore to your heart's content and discover extra Gold Balloons, bosses, an Indian elephant genie named Taj. That's Diddy Kong Racing in a nutshell. Let's look under the skin.

ANCIENT LAKE
JUNGLE FALLS
2
1
3



Rare is introducing a new proprietary graphics technology in this game which is called Real-time Dynamic Animation. One of the more spectacular results of this technology is the use of skinning. Skinning is a technique that takes a texture map and wraps it completely around a polygonal figure, like a character or machine. The resulting figure is much smoother and rounder than traditional polygon characters that have texture maps painted on each flat surface. But enough of the shop talk. The graphics in DKR would simply blow your mind if you weren't so wrapped up in the game play.



news Source Extra

PUBLISHER – Rare
DEVELOPER – Rare
MEMORY SIZE – 128 Megabits
COMPATIBILITY – Rumble Pak/Controller Pak
TRACKS – More than 20

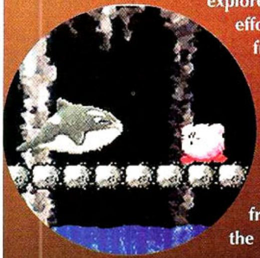
3RD
LAP 1/3
× 0
TIME 00:10:49

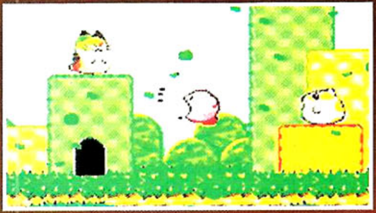
5TH
LAP 1/3
× 0
TIME 00:47:12

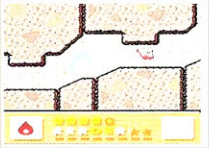
When your dedicated Pak Watch reporter sat down with DKR for the first time, he didn't look up from the screen or take his hands off the controller for two straight hours. He missed lunch. He ignored his friends. He was hooked in a way he had never been hooked by a game before. And since he has played and reviewed literally thousands of games over the years, that's saying something. But enough gushing. Look at the screen shots. Picture the action as you fly through tunnels, bounce over waves, or squeel around corners in search of an elusive dinosaur key. The control is smoother and more intuitive than Mario Kart 64. It combines all the best elements of Super Mario 64, Pilotwings 64, Wave Race 64 and Mario Kart 64, then somehow takes them to a new level. This is not Mario Kart 64 with a Rare twist. Diddy Kong Racing is 128 megabits, Rumble Pak and Controller Pak compatible, and it stands apart from ever other game. The multiplayer modes are more varied than Star Fox 64 and GoldenEye. It may well be the best game Rare has ever made, and quite possibly the best game ever made for the N64.

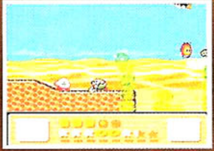
KIRBY 3

Not all the action is on the N64 these days. In Kirby's latest Super NES adventure, players will explore five worlds in an effort to save Dream Land from disaster. Kirby will be joined by his old friends, Rick the hamster, Kine the fish and Coo the owl, but he'll find help from three new friends, too: Nago the cat, ChuChu the octopus and Pitch the bird. Kirby gets an even bigger hand from his new pal, Gooey, who joins Kirby throughout the game. In fact, two players can now team up, one controlling Kirby while the other takes over Gooey for truly cooperative play. With eight power items and six animal friends, Kirby has 48 special moves in all. The graphics are at HAL's colorful best and the variety of Kirby transformations keeps players absorbed. Kirby may be just a pink blob, but he's the coolest pink blob we've ever run into.



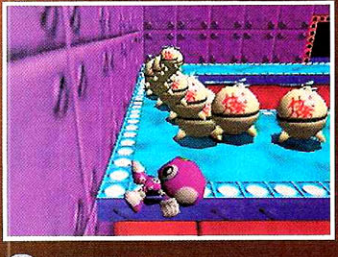


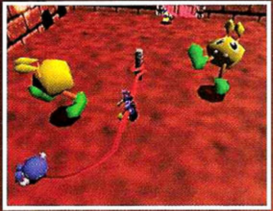




CHAMELEON TWIST

Japan Supply System has been sending us screen shots of Chameleon Twist for many months now, but we finally received a playable game from the Japanese publisher. As you may recall from previous Pak Watch mentions, Chameleon Twist stars a character (or four characters, as it turns out) who use long, controllable, sticky tongues to accomplish many tasks. The 3-D worlds are large and full of platform obstacles and enemies. If you stick out your tongue and scoop up an enemy, you can spit it back out like a projectile at enemies. Your talented tongue can be used to pull you across rivers and chasms if there's something to curl it around on the far side. And you can steer your tongue while shooting it out toward an object. If that isn't enough, you can even do a sort of tongue hand stand, then do a jump to reach higher platforms. The pre-release version of the game we received still has a way to go, but the controls felt pretty tight and the graphics were good if not quite up to par with the best N64 games. There's no publishing deal set yet for North America, but Japan Supply System has hopes of releasing the game here in the land of N64 opportunity.

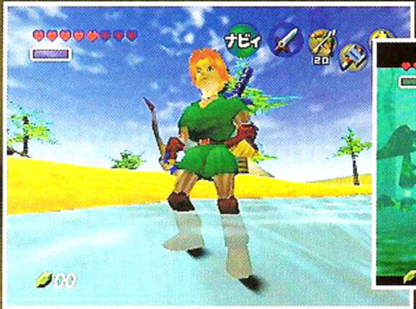


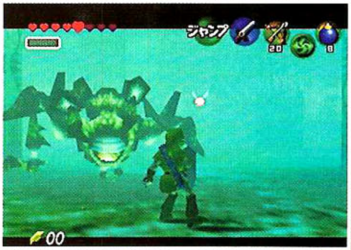


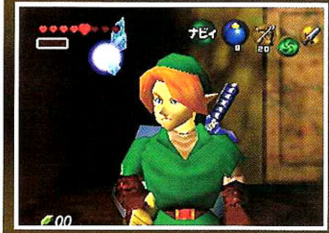
IN THE PIPELINE

Zelda 64 and Yoshi's Story are both set for release by the end of the year in Japan, and F-Zero 64's release date is still undecided according to Nintendo Company Ltd. In addition to the pics, we learned a bit more about the games. In Zelda 64, Link is given a mission to find the Triforce, but Ganondorf, king of the thieves, is also hunting the powerful artifact. With the help of Zelda, three magic Ocarina Stones, and Navie the wood fairie, Link sets off on his greatest quest ever. As for Yoshi's Story, we learned that there will be six Yoshis and that the story begins when Yoshi's world is turned into a picture book. For F-Zero 64, we are told to expect the original four racing machines plus eight new vehicles. There will be approximately 20 courses featuring loops, corkscrew twists, half pipes and a replay option.

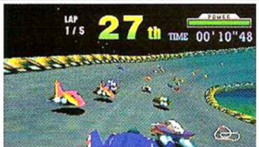
ZELDA 64

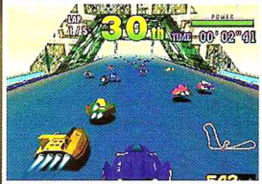


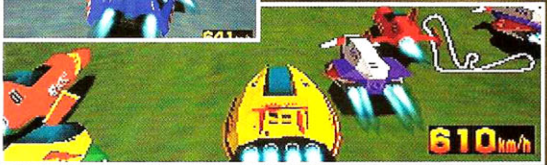


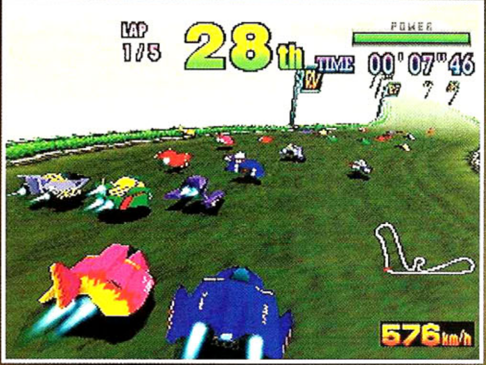


F-ZERO 64

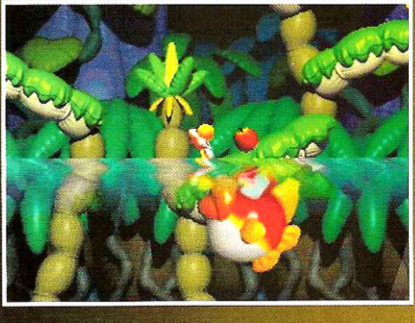

LAP 1/5
27th
TIME 00'10"48
POWER

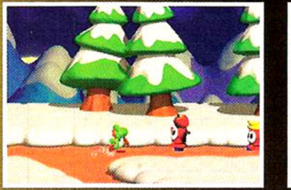

LAP 1/5
30th
TIME 00'02"41
POWER

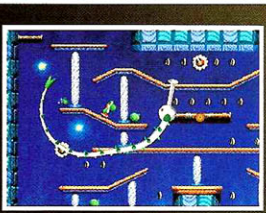


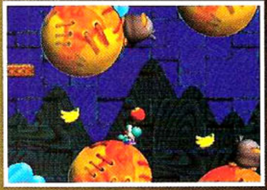

LAP 1/5
28th
TIME 00'07"46
POWER
576km/h

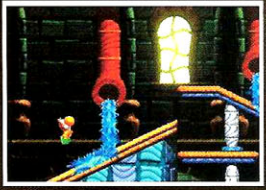
YOSHI'S STORY











INSIDER UPDATE

THERE'S ALWAYS NEXT YEAR

Due to delays in the development process, three Nintendo titles that were scheduled for release this fall won't be showing up until next year. The three titles include Yoshi's Story, Banjo-Kazooie and MLB Featuring Ken Griffey Jr. In each case, the primary decision to delay production until 1998 was due to Nintendo's concern for quality. Nintendo of America's chairman, Howard Lincoln, told reporters at a media conference at NOA headquarters that the games could not be released as scheduled without compromising their quality. Howard made it clear that in the case of the baseball game the original deadline was to release the game by the World Series. When it became clear that the final testing and production of MLB Featuring Ken Griffey Jr. would just miss the fall classic, it was decided to hold off the release until the beginning of the next Major League season. "At that time, our game will feature the American League MVP and the World Series champions," he joked to reporters. As for Yoshi's Story, the story is that the game will be completed for Japanese release by the end of the year, but the translation process will delay the North American release until February 9th.

N64 SPORTS NEWS

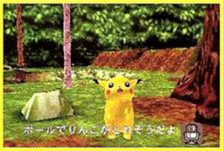
The race is on by major publishers to establish themselves as the leader in N64 sports. In addition to the big news of Diddy Kong Racing, word from Nintendo in Japan is that an N64 golf game is in the works at HAL—the makers of the classy HAL's Hole-In-One for the Super NES. Nintendo isn't stopping at the links in sports development. Pak Watch just received a report that a snowboarding game is in the middle of development at Nintendo's EAD. The game is slated to be released in Japan in the first quarter of 1998, so expect at least three months delay before the game reaches North America. There's no title for this game yet, but it will bring to three the number of games featuring snowboarding for 1998, and a fourth title is in the works at a Japanese publisher. Although we can't disclose the name of the publisher at this time since North American plans for the snowboarding title remain undecided, we have heard from a rep at the publisher that the game rocks. Kemco's Twisted Edge Snowboarding, which has some of the most stunningly realistic graphics we've ever seen, may beat Nintendo to market. Boss Game Studios hopes to finish Twisted Edge in time for a first quarter of 1998 release. The final player in the boarding derby is Konami's Nagano Winter Olympics '98, which will feature a snowboarding mode along with other events.

Elsewhere in the world of sports, Wayne Gretzky's 3D Hockey '98 reportedly is nearing completion and should be released by the end of November. Midway also reports that NBA Fastbreak is in the works for release next fall. At Acclaim, it's highly likely that a baseball game will join the sporting lineup along with NFL Quarterback Club '98, NHL Breakaway and Ultra Soccer, but there's no word yet on whether the game will carry the Frank "Big Hurt" Thomas license.

EA Sports, the brand name known around the world as the leader in virtual sports games, wants the N64 crown added to its trophy pile. With FIFA Soccer 64 and Madden 64, the company already has staked a claim. Although EA hasn't announced which titles will follow Madden 64, our sources reveal an extensive list of games to expect in the next year, including Andretti Racing, NBA Live '98, NHL Hockey '98, FIFA: Road to the World Cup '98, Need For Speed, and Road Rash.

MORE N64 IN STORE

Tamagotchi on the N64? The simple, electronic pet game from Bandai will become a 3-D virtual pet in the N64 version of Tamagotchi. Reportedly, Bandai is working directly with developers at EAD and the game will have much more for you and your Tamagotchi to do. As you can see from our exclusive screen shot, Pocket Monsters 64 is very much in the works, also. This early shot is from the first of four Pocket Monsters games scheduled for the N64. Also from Japan, Capcom finally stated publicly that it is working on three N64 titles—a puzzle game, a fighter, and an exclusive N64 title that may be similar to Resident Evil but is not a sequel to that Playstation hit. No titles were given for the puzzle game or fighter and no release dates were given.



THE NEW SUPER NES

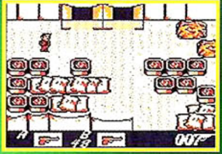
This headline is not a misprint. Beginning this fall, when you buy a Super NES console, the Super NES that you pull out of the box will look considerably different than the venerable unit that has graced televisions since 1991, and it's considerably smaller, too. The new Super NES reduces the number of internal chips from 11 to just five. There is no eject lever or LED power light. One word of warning: the new Super NES has no RF Switch or RF modulator, so you can't use it with old-style televisions that have no A/V cable jacks.

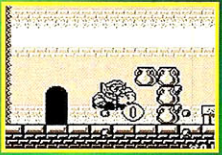
NINTENDO NITRO

You've heard about the upcoming arrival of Hudson Soft's Super Bomberman 64, but now we're pleased to report that Nintendo will release the game here in North America. Hudson and Nintendo recently agreed to the deal that will see this adventure game for the N64 come to the biggest N64 market in the world. For years we've talked about how fun multiplayer Bomberman games can be, but Hudson added a full adventure for single-player fun in the latest Bomberman.

GAME BOY FUTURES

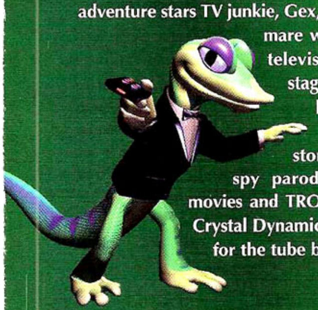
Some of the brightest Game Boy releases ahead will arrive this fall and early next year. After Donkey Kong Land 3, the next big hit for Game Boy should be James Bond 007. This adventure game combines the size, overhead perspective and sense of exploration found in Zelda games with the excitement of GoldenEye, although maybe not quite all of the excitement of GoldenEye. Following the wee Bond, Wario Land 2 is scheduled for release in the first quarter of '98. Acclaim also is working on some potential Game Boy hits. Turok of Turok: Dinosaur Hunter fame will make his first Game Boy appearance in an action game that is not based on the N64 title. Acclaim also plans to release Bust-A-Move II—a sequel to Taito's excellent puzzle game. Game & Watch Gallery II from Nintendo will continue the sequel theme with five new Game & Watch games including Vermin, Chef, Helmet, Parachute and Donkey Kong.





GEX II: ENTER THE GECKO

The one-time unofficial mascot of the 3DO system, Gex the Gecko, will scamper over to the N64 next year in a title coming from Midway and Crystal Dynamics. The 3-D action adventure stars TV junkie, Gex, who winds up living a nightmare when he gets zapped into his television. Each multi-branching stage offers up parodies of well-known TV and movie plots, such as a sci-fi level with stormtroopers, a James Bond spy parody, and spoofs of monster movies and TRON.The development team at Crystal Dynamics hopes to have Gex II ready for the tube by March '98.



RELEASE FORECAST

N64

BANJO-KAZOOIE	SPRING '98
BODY HARVEST	SPRING '98
BOMBERMAN 64	FALL '97
CLAY FIGHTER 63 ⅓	FALL '97
CONKER'S QUEST	WINTER '98
DIDDY KONG RACING	FALL '97
DRACULA 3-D	WINTER '98
DUAL HEROES	FALL '97
DUKE NUKEM 64	FALL '97
EARTHBOUND 64	SUMMER '98
EARTHWORM JIM 3	SPRING '98
F-ZERO 64	WINTER '98
FORESAKEN	WINTER '98
GEX II: ENTER THE GECKO	SPRING '98
HYBRID HEAVEN	SUMMER '98
KNIFE EDGE	SUMMER '98
LASTLEGION UX	FALL '97
MACE: THE DARK AGE	FALL '97
MISCHIEF MAKERS	FALL '97
MISSION: IMPOSSIBLE	WINTER '97
MLB FEATURING KEN GRIFFEY, JR.	SPRING '98
MK MYTHOLOGIES: SUB-ZERO	FALL '97
NAGANO WINTER OLYMPICS '98	WINTER '98
NBA IN THE ZONE '98	FALL '97
NFL QUARTERBACK CLUB '98	FALL '97
NHL BREAKAWAY '98	WINTER '98
QUAKE	WINTER '98
QUEST 64	WINTER '98
SAN FRANCISCO RUSH	FALL '97
SILICON VALLEY	WINTER '98
SPACE CIRCUS	WINTER '98
THE LEGEND OF THE MYSTICAL NINJA	WINTER '98
TONIC TROUBLE	SPRING '98
TOP GEAR RALLY	FALL '97
TUROK 2	SPRING '98
TWISTED EDGE SNOWBOARDING	WINTER '98
UNREAL	WINTER '98
WCW VS NWO: WORLD TOUR	FALL '97
WCW NITRO	SUMMER '98
WWF 6	SPRING '98
YOSHI'S STORY	WINTER '98
ZELDA 64	SPRING '98

Super NES

KIRBY 3	FALL '97
MADDEN NFL '98	FALL '97
NBA LIVE '98	FALL '97
NHL '98	FALL '97

Game Boy

BUST-A-MOVE	WINTER '98
DONKEY KONG LAND 3	FALL '97
GAME & WATCH II	WINTER '98
JAMES BOND 007	FALL '97
KEN GRIFFEY JR. PRESENTS MLB	SUMMER '97
TUROK	WINTER '98
WARIO LAND 2	FALL '97

Coming Next Issue.....

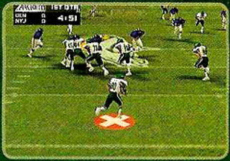
Volume 102, November 1997

Head to Head!

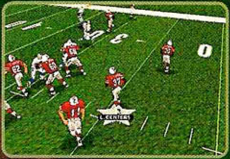
NFL QUARTERBACK CLUB 98

and MADDEN 64

You already know that football is a game of inches. Now learn how two giant gridiron contenders measure up in their debuts on the N64. Volume 102 s pregame show will have the complete play-by-play analysis.

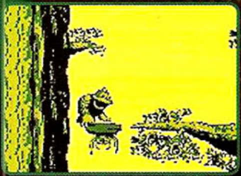


NFL Quarterback Club '98



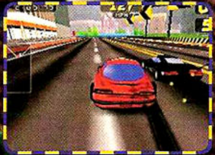
Madden 64

Donkey Kong Land 3



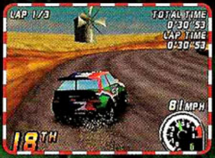
Kiddy Kong is all set for his roll-out in this highly anticipated Donkey Kong Land three-peat! Learn the secrets of Kiddy's Water Skip and check out the stage maps and strategies.

SAN FRANCISCO RUSH



Rush hour in the city by the bay has never been this dangerous–or fun. Discover the excitement surrounding this high-flying, outrageously intense, arcade racing hit.

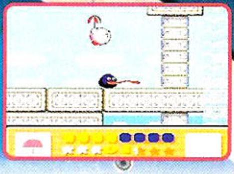
Top Gear Rally



If *S.F. Rush's* gravity-defying circuits are too incredible for your driving tastes, get a hard dose of road rally reality in our review of Top Gear Rally.

KIRBY'S DREAM LAND III

Take a deep breath–Kirby's back and ready to blow away the nightmarish baddies in Dream Land. Preview Kirby's new arsenal of attacks and ability-enhancing friends.



N64

1. Aero Fighters Assault
2. Blast Corps
3. Clay Fighter 63⅓
4. Cruis'n USA
5. Dark Rift
6. Doom 64
7. Extreme-G
8. F-1 Pole Position
9. FIFA Soccer 64
10. GoldenEye 007
11. Hexen
12. International Superstar Soccer 64
13. Killer Instinct Gold
14. Mace the Dark Age
15. Mario Kart 64
16. Mischief Makers
17. Mortal Kombat Trilogy
18. Multi Racing Championship
19. NBA Hangtime
20. PilotWings 64
21. Robotron 64
22. San Francisco Rush: Extreme Racing
23. Star Fox 64
24. Star Wars: Shadows of the Empire
25. Super Mario 64
26. Tetrisphere
27. Turok: Dinosaur Hunter
28. War Gods
29. Wave Race 64
30. Wayne Gretzky's 3-D Hockey

Super NES

31. Addams Family Values
32. The Adventures of Batman & Robin
33. Aerobiz Supersonic
34. AAAHH!!! Real Monsters
35. Animaniacs
36. Arcade's Greatest Hits
37. Ardy Lightfoot
38. Arkanoid: Doh It Again
39. Bass Master II
40. Bass Masters Classic
41. Bass Masters Classic Pro Edition
42. Bassin's Black Bass with Hank Parker
43. Batman Forever
44. Boogerman
45. The Brainies
46. Breath of Fire II
47. Brunswick's World Tourn. of Champions
48. Bust-A-Move
49. Castlevania Dracula X
50. Casper
51. Chrono Trigger
52. Civilization
53. Clue
54. College Football USA '97
55. College Slam
56. Cutthroat Island
57. Demolition Man
58. Demon's Crest
59. Dirt Trax FX
60. Disney's Aladdin
61. Disney's Pinocchio
62. Donkey Kong Country
63. Donkey Kong Country 2
64. Donkey Kong Country 3
65. Doom
66. Dragon View
67. EarthBound
68. Earthworm Jim
69. Earthworm Jim 2
70. Emmitt Smith Football
71. Family Feud
72. FIFA Soccer '97
73. Final Fantasy II
74. Final Fantasy III
75. Final Fight 3
76. Frank Thomas Big Hurt Baseball
77. Frantic Flea
78. Gearheads
79. Harvest Moon
80. Illusion of Gaia
81. Incantation
82. Indiana Jones' Greatest Adventures
83. Judge Dredd
84. Jungle Strike
85. Jurassic Park 2
86. Ken Griffey Jr. Presents: MLB
87. Ken Griffey Jr.'s Winning Run
88. Killer Instinct
89. King Arthur & the Knights of Justice
90. Kirby Super Star
91. Kirby's Dream Course
92. The Legend of Zelda: A Link to the Past
93. Lemmings 2
94. Lobo
95. Looney Tunes B-ball
96. The Lost Vikings
97. The Lost Vikings II
98. Lufia II
99. Madden NFL '97
100. Magic Boy
101. Mario Paint
102. Marvel Super Heroes in War of the Gems
103. The Mask
104. Maui Mallard in Cold Shadow
105. Mechwarrior 3050
106. Mega Man X
107. Mega Man X2
108. Mega Man X3
109. Mega Man 7
110. Might & Magic III: Isles of Terra
111. Mighty Morphin Power Rangers: The Movie
112. Mohawk & Headphone Jack
113. Monopoly
114. Mortal Kombat II
115. Mortal Kombat 3
116. Mr. Do!
117. Ms. Pac-Man
118. Mutant Chronicles: Doom Troopers
119. NBA Give 'n' Go
120. NBA Hangtime
121. NBA Jam
122. NBA Jam Tournament Edition
123. NBA Live '97
124. NFL Quarterback Club '96
125. NHL '97
126. Ninja Gaidan Trilogy
127. Ogre Battle
128. Olympic Summer Games
129. Oscar
130. PGA European Tour
131. Pitfall
132. Power Piggs of the Dark Age
133. Power Rangers ZEO: Battle Racers
134. Prehistorik Man
135. Primal Rage
136. Prince of Persia 2
137. P.T.O. II
138. Realm
139. Revolution X
140. Road Rash
141. RoboTrek
142. Romance of the Three Kingdoms
143. Samurai Shodown
144. Scooby Doo Mystery
145. Secret of Evermore
146. Secret of Mana
147. SimCity
148. SimCity 2000
149. Space Invaders
150. Spawn
151. Star Fox
152. Star Trek: Deep Space Nine
153. Star Trek: Star Fleet Academy
154. Street Fighter Alpha 2
155. Street Fighter II
156. Street Fighter II Turbo
157. Stunt Race FX
158. Super Black Bass
159. Super Bomberman 2
160. Super Mario All-Stars
161. Super Mario Kart
162. Super Mario RPG
163. Super Mario World 2: Yoshi's Island
164. Super Metroid
165. Super Punch-Out!!
166. Super Star Wars
167. Super Street Fighter II
168. Swat Kats
169. Tecmo Secret of the Stars
170. Tecmo Super Bowl III: Final Edition
171. Tetris & Dr. Mario
172. Tetris Attack
173. Timon & Pumbaa
174. Top Gear 3000
175. Toy Story
176. True Lies
177. Ultimate Mortal Kombat 3
178. Uncharted Waters: New Horizons
179. Uniracers
180. Urban Strike
181. War 3010: The Revolution
182. Wario's Woods
183. WeaponLord
184. Wheel of Fortune
185. Whizz
186. Winter Gold
187. WWF Raw
188. WWF Wrestlemania: The Arcade Game
189. X-Men: Mutant Apocalypse
190. Zoop

Game Boy

191. Adventure Island
192. Aladdin
193. Alien Games
194. Animaniacs
195. Asteroids/Missile Command
196. Battle Arena Toshinden
197. Battle Zone/Super Breakout
198. Black Bass Lure Fishing
199. Blues Bros. Jukebox
200. The Bugs Bunny Crazy Castle 2
201. Casino Funpak
202. Castlevania Adventure
203. Castlevania II: Belmont's Revenge
204. Centipede/Millipede
205. College Slam
206. Contra: The Alien Wars
207. Cutthroat Island
208. Defender/Joust
209. Desert Strike
210. Disney's Pinocchio
211. Donkey Kong Land
212. Donkey Kong Land 2: Diddy's Kong Quest
213. Donkey Kong '94
214. Dr. Mario
215. DragonHeart
216. Earthworm Jim
217. Earthworm Jim 2
218. FIFA Soccer '97
219. 4-in-1 Fun Pak
220. Frank Thomas Big Hurt Baseball
221. Galaga/Galaxian
222. Game & Watch Gallery
223. Hercules
224. Hunchback of Notre Dame
225. Iron Man X-O Manowar In Heavy Metal
226. James Bond 007
227. Jeopardy! Platinum Edition
228. Jeopardy! Teen Tournament
229. Jungle Strike
230. Jurassic Park 2
231. Ken Griffey Jr. Presents: MLB
232. Killer Instinct
233. King of Fighters '95
234. Kirby's Block Ball
235. Kirby's Dream Land
236. Kirby's Dream Land 2
237. Kirby's Pinball Land
238. Kirby's Star Stacker
239. Lamborghini American Challenge
240. The Legend of Zelda: Link's Awakening
241. The Lion King
242. Looney Tunes
243. Madden '96
244. Marble Madness
245. Mario's Picross
246. Mega Man
247. Mega Man V
248. Metroid II: Return of Samus
249. Mole Mania
250. Monster Max
251. Mortal Kombat/Mortal Kombat II
252. Mortal Kombat II
253. Mortal Kombat 3
254. Ms. Pac-Man
255. NBA Jam
256. NBA Jam Tournament Edition
257. NBA Live '96
258. NHL '96
259. Nigel Mansell's World Championship
260. Olympic Summer Games
261. Operation C
262. Pac-Man
263. Paperboy
264. PGA Tour Invitational
265. Pocahontas
266. Prehistorik Man
267. Primal Rage
268. Q*Bert
269. Samurai Shodown
270. Solitaire FunPak
271. Space Invaders
272. Star Trek: Generations
273. Street Fighter II
274. Street Racer
275. Super Mario Land
276. Super Mario Land 2: 6 Golden Coins
277. Super Return of the Jedi
278. Sword of Hope II
279. Tazmania 2
280. Tetris
281. Tetris Attack
282. Tetris Blast
283. Tetris Plus
284. Tetris 2
285. Timon & Pumbaa
286. Tiny Toon Adventures 2
287. Titus the Fox
288. Toy Story
289. Track & Field
290. Urban Strike
291. Vegas Stakes
292. Wario Blast
293. Wario Land: Super Mario Land 3
294. WWF Raw
295. Zoop

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296. Addams Family Pinball (N64)
297. Aero Gauge (N64)
298. Arcade's Greatest Hits: Atari Collection (Super NES)
299. Banjo-Kazooie (N64)
300. Bio Freaks (N64)
301. Body Harvest (N64)
302. Bomberman 64 (N64)
303. Buggie Boogie (N64)
304. Bust-A-Move 2 (Game Boy)
305. Chameleon Twist (N64)
306. Command & Conquer (N64)
307. Conker's Quest (N64)
308. Creator (N64)
309. Diddy Kong Racing (N64)
310. Donkey Kong Land 3 (Game Boy)
311. Dracula 3-D (N64)
312. Dragon Quest VI (Super Famicom)
313. Dragon Storm (N64)
314. Dual Heroes (N64)
315. Duke Nukem 3-D (N64)
316. EarthBound 64 (N64)
317. Earthworm Jim 3 (N64)
318. Extreme Sports (N64)
319. F-Zero 64 (N64)
320. Family Stadium (N64)
321. FIFA Road to World Cup '98 (Game Boy)
322. FIFA World Cup (N64)
323. Forsaken (N64)
324. Freak Boy (N64)
325. Game & Watch Gallery 2 (Game Boy)
326. Game Boy Pocket
327. Gex: Enter the Gecko (N64)
328. Harvest Moon (Game Boy)
329. Harvest Moon (N64)
330. Hybrid Heaven (N64)
331. Jeopardy! (N64)
332. Kirby's Air Ride (N64)
333. Kirby's Dream Land III (Super NES)
334. Knife Edge (N64)
335. Lamborghini 64 (N64)
336. LastLegion UX (N64)
337. The Legend of the Mystical Ninja (N64)
338. The Lost World: Jurassic Park (Game Boy)
339. Madden NFL '98 (Super NES)
340. Madden 64 (N64)
341. Magic: The Gathering (N64)
342. Major League Baseball Featuring Ken Griffey Jr. (N64)
343. Mario Paint 64 (N64)
344. Marvelous: Another Treasure Island (Super Famicom)
345. Mission: Impossible (N64)
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347. Nagano Winter Olympics '98 (N64)
348. NBA Hardwood Heroes (N64)
349. NBA In the Zone '98 (N64)
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351. NFL Quarterback Club '98 (N64)
352. NHL '98 (Super NES)
353. NHLPA and NHL Present Wayne Gretzky's 3-D Hockey '98 (N64)
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355. Nintendo 64 Disk Drive
356. PilotWings 2 (N64)
357. Pocket Monsters (Game Boy)
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366. Space Circus (N64)
367. Space Station: Silicon Valley (N64)
368. St. Andrew's Old Course (N64)
369. Super Mario RPG 2 (N64)
370. Super Mario 64 2 (N64)
371. Super Star Stacker (Super NES)
372. Superman (Game Boy)
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Volume 99 (Aug. '97): GoldenEye 007 Mission Briefings, Multi Racing Championship, Star Fox 64 Gold Medals, Tetrisphere, Robotron 64, Brunswick WTOC, Ken Griffey Jr. Presents: MLB (GB), Tetris Plus, Mischief Makers Preview, Blast Corps Comics.

Volume 98 (Jul. '97): Star Fox 64, Dark Rift Review, International Superstar Soccer 64, Hexen Part 2, Blast Corps: Expert Levels, Disney's Hercules, Online Update with Amy and Travis, 1997 E3 Preview, Pocket Monsters, Blast Corps Comics.

Volume 97 (Jun. '97): Clay Fighter 63 1/3, Hexen Part 1, War Gods, Turok: Dinosaur Hunter Warp Maps, Aladdin: Race for the Rubies, DKL 2: The Final Levels, Space Station Silicon Valley, Aero Fighters Assault, Blast Corps Comics, Tokyo Game Show Report.

Volume 96 (May '97): Doom 64 Strategies Part 2, FIFA Soccer 64, Star Fox 64 Preview, Lost Vikings 2, Blast Corps Strategies Part 2, Donkey Kong Country 3, The 1996 Nintendo Power Awards Winners, Interplay Fun Pak Extravaganza, Wonder Project J2.

Volume 95 (Apr. '97): Blast Corps, Doom 64, Turok: Complete Maps, Clay Fighter 63 1/3 Preview, Wayne Gretzky's 3-D Hockey, Super Metroid, Super NES Doom, Kirby's Star Stacker, Dark Rift Preview, How to Become a Game Tester, Game and Watch Gallery, Game Boy Pocket, Beat the Boss.

Volume 94 (Mar. '97): Turok: Dinosaur Hunter, Power Award Nominations, Doom 64, Super Mario Kart 64, KI Gold: Advanced Combos, The Legend of Zelda: Link's Awakening, The Hunchback of Notre Dame, Beat the Bosses: Super Mario RPG, FIFA Soccer 64, Game of the Future Contest, Harvest Moon.

Volume 93 (Feb. '97): Mario Kart 64, Star Wars: Shadows of the Empire Challenge Points, GoldenEye 007, Turok: Dinosaur Hunter, Top Gear 3000, King of Fighters, Mole Mania, N64 Controller Pak: Get 'Em to Go, Star Wars: Shadows of the Empire comic, Harvest Moon, Marvelous.

Volume 92 (Jan. '97): Star Wars: Shadows of the Empire, Special: Shoshinkai Report, Mario Kart 64, NBA Hangtime, Cruis'n U.S.A., Donkey Kong Country 3: Dixie Kong's Double Trouble—The Lost World, Magic Boy, Casper, Shadows of the Empire comic, Beat the Boss, Game Boy Small Classics.

Volume 91 (Dec. '96): Killer Instinct Gold, Wayne Gretzky's 3-D Hockey, NBA Hangtime, Star Wars: Shadows of the Empire, Donkey Kong Country 3: Dixie Kong's Double Trouble Part 2, Ultimate Mortal Kombat 3, Marvel Super Heroes: War of the Gems, Taz-Mania 2, Jeopardy, Shadows of the Empire comic, Wave Race 64 Strategies.

Volume 90 (Nov. '96): Donkey Kong Country 3: Dixie Kong's Double Trouble, Wave Race 64, Blast Corps, Shadows of the Empire comic, Star Wars, Super Mario 64, Sim City 2000, Maui Mallard, KI Card Game, Arcade's Greatest Hits, Toshinden (GB), Lufia II.

Volume 89 (Oct. '96): Mortal Kombat Trilogy, Shadows of the Empire comic, Donkey Kong Country 3: Dixie Kong's Double Trouble, Street Fighter Alpha, Ms. Pac Man, Hyrulean Adventure, Super Mario RPG, Interview with Shigeru Miyamoto, Tetris Attack (GB), Battlezone/Super Breakout.

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Volume 87 (Aug. '96): Tetris Attack, Oscar, Kirby Super Star Part 1, Mario 64, FIFA Soccer '97, Urban Strike, Wayne Gretzky's 3-D Hockey, Beat the Boss Part 2, Game Boy Pocket, Power Rangers ZEO: Battle Racers, Zero Racers, Donkey Kong Land 2, Marvel Super Heroes: War of the Gems, Mole Mania, Fire Emblem, NES Epics.

Volume 86 (July '96): E3 Report, PilotWings 64, Mortal Kombat Trilogy, BASS Masters Classic Pro Edition, Super Mario RPG Challenge, Beat the Boss Part 1, Iron Man/X-O Manowar In Heavy Metal, Brainies, Kirby Super Star, Tetris Attack, Water World, Dragon Hopper, Eye of the Beholder, Star Ocean, Sword of Hope II Part 2.

Volume 85 (June '96): Thirty-one-page all N64 exclusive game preview, Olympic Summer Games, Ken Griffey Jr.'s Winning Run trading strategies, Mohawk & Headphone Jack Part 2, Toy Story (GB), Dragonheart, Sword of Hope II, Lufia II: Rise of the Sinistrals Part 2.

Volume 84 (May '96): Ken Griffey Jr.'s Winning Run, Mohawk & Headphone Jack Part 1, Lobo, Olympic Summer Games (GB), Super Mario All-Stars, The Making of Mission: Impossible, NP Award Winners, Blood of the Chozo, College Slam Codes, Cyberjocks, Super Mario RPG, Lufia II: Rise of the Sinistrals Part 1.

Volume 83 (Apr. '96): Shadows of the Empire, Power Pigs, KI 2 Arcade Special, Smurfs, Kirby's Block Ball, Earthworm Jim 2 Codes, Super Mario RPG, Tactics Ogre, Pocahontas, College Slam, The Legend of Zelda-A Link to the Past.

Volume 82 (Mar. '96): Super Mario RPG, College Slam, 3-D Tetris (VB), Frantic Flea, Cutthroat Island, Super Mario Kart, NHL '96 (GB) The Smurfs (GB), Digipen Feature, Ken Griffey On-line, Yoshi's Island, Tales of Phantasia, Nintendo Power Awards Nominees.

Volume 81 (Feb. '96): Killer Instinct 2: Exclusive Arcade Coverage, Mega Man X3, Mech Warrior 3050, Toy Story, Syndicate, Nester's Funky Bowling, Donkey Kong Country 2: Diddy's Kong Quest, Prehistorik Man, Ardy Lightfoot, Sink or Swim, Sports Scene, Breath of Fire II, Dragon Quest VI.

Volume 80 (Jan. '96): Earthworm Jim 2, Shoshinkai Trade Show Special, Revolution X, Doomtroopers: Mutant Chronicles, Breath of Fire II, Secret of Evermore, Scooby Doo, PGA Tour '96, Final Fight 3, Jack Bros. (VB), Tetris Blast, The Getaway, Frank Thomas Big Hurt Baseball (GB).

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